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SIGNATURE SERIES

MORTAL KOMBAT®

DECEPTION™

OFFICIAL STRATEGY GUIDE

By Joey Cuellar and Bryan Dawson

This guide is based on a mature rated game:

MATURE M ESRB

Blood and Gore
Intense Violence

COVERS MICROSOFT XBOX™, NINTENDO GAMECUBE™ AND PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

MIDWAY

MORTAL KOMBAT®
DECEPTION

Game Basics Section 2

Characters

Ashrah 6
Baraka 10
Bo Rai Cho 14
Dairou 18
Darrius 22
Ermac 26
Havik 30
Hotaru 34
Jade 38
Kabal 42
Kenshi 46
Kira 50
Kobra 54
Li Mei 58
Mystery 62
Mileena 66
Nightwolf 70
Noob Smoke 74
Raiden 78
Scorpion 82
Sindel 86
Sub Zero 90
Tanya 94
Shujinko 98

Konquest 103
Arenas 115
Kombat Kodex 125
Puzzle Kombat 126
Chess Kombat 130
Comic Book 133

MORTAL KOMBAT DECEPTION GAME BASICS

If you are new to fighting games, read this part of the guide before you go further. If you have been playing fighting games for a long time, read this anyway because there are many new things to learn. The definitions given here are generally accepted by the fighting game community and knowing them will aid you in the understanding of certain situations and tactics. When you know how to use each of the following strategies and terms, they will aid you in making a core strategy and an effective game plan, so you can stand up to any opponent.

BASIC ABILITIES

Despite the fact that each fighter in Mortal Kombat: Deception is totally different from one another, they all have one thing in common. Every one of them has the same basic control configuration, giving them all the same basic move set. These basic moves are grouped into different categories, all with their own unique properties.

Attack 1 through Attack 4 are represented in this guide with the following symbols **1 2 3 4**. Also, the various controller inputs are as follows **U D B F**.

NORMAL MOVES

Normal moves require no specific control pad input to be activated. For example, if you press **1**, your character will perform a normal move with no special property. Normal moves, also known as normals, are excellent for stopping other normals, or special moves. They come in two groups, crouching and jumping. For a crouching normal, you simply hold down on the control pad as you press the attack button. In a jumping normal, simply jump and press your attack button.

SPECIAL NORMALS

Special normals require you to perform a controller motion, or direction, plus a button. A perfect example would be Ermac's **D + 1**. Instead of a standard punch, Ermac performs a punch that knocks down his opponent. These moves are not standard for each character, and almost all fighters have at least one special normal that differs from a regular attack. Learn when and how to use these moves for each character to master their move sets.

GAME BASICS

SPECIAL MOVES

Special moves are moves that require multiple controller inputs plus an attack at the end of the last input. These are powerful attacks, and do a lot of damage to your opponent if they are landed successfully. Almost all special moves can be used at the end of a combo for a big finish. Special moves also cause block damage, so be wary of blocking your opponent's special moves when you are low on health.

THROWS

Throws are performed by simply pressing the throw button. They are unblockable, and happen instantly. However, if your opponent is staggering from a previous attack, stuck in block animation from an attack (commonly known as block stun), or in the air, you will be unable to throw your opponent. Each throw can be countered by a properly timed normal or special.

BLOCK DAMAGE

Block damage describes the damage dealt by any blocked special move or normal attack. It is usually a small fraction of what the damage would be unblocked, however, if you pummel a cornered opponent with many moves, that small amount quickly adds up. Block damage can kill, so be careful and try to avoid attacks instead of blocking them when low on life.

JUMPING

Jumping is used to reach a destination in front or behind your fighter faster than simply staying on the ground. It is possible to attack when you are jumping, but only when you are jumping towards your opponent. Be careful when jumping, because you are not able to block in midair. Only jump when you intend to counter an opponent's move, or there is relatively low risk in doing so.

SIDE STEPPING AND WALKING

The side step is one of the best tools in the game for avoiding damage, as well as making an opponents attack miss entirely. What the side step does is make your fighter change from walking and facing directly toward his or her adversary to moving on a different angle of attack. When used properly, attacks headed your way will miss you completely and you will gain the ability to circle around your opponent. Tap the directional arrow once to step to the side, or press and hold to begin walking in a circle around them.

BASIC COMBO THEORY

The simplest definition of a combo is a series of attacks that once the first hit connects, the rest hit in such a manner and speed that an opponent will be unable to block or escape the rest of the sequence. A standard ground combo ends when one of two things happens. If the opponent is allowed enough time between his to recover (and move or block) or when the hits cause the opponent to be pushed out of range of further attacks. There are too many possible combos to list them all; however, most are composed of a rather small and simple set of basic techniques. Understanding the principles of a combo is the first step in creating your own unique combos.

JUGGLE COMBOS

Juggle combos are extremely important in Mortal Kombat: Deception. To perform a juggle combo, you must first "launch" your opponent. Each character has moves that either toss their opponent up or bounce them off of the ground. As they are in the air, follow them and hit them with one or more normals, or specials, to continue pummeling them before they land. This is a basic juggle combo.

LINK COMBOS

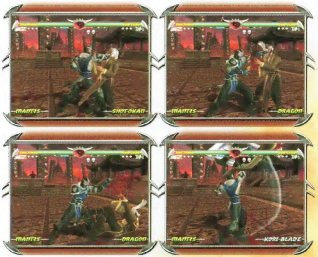
Many attacks are able to cause a much longer hit stun animation and recover so fast that your opponent is left staggering long after the attack animation is finished. You are then able to add another natural move to the sequence so that the two hits register as a combo. This is known as a link combo.

CORNER COMBOS

When you attack an opponent at mid-screen, you will push your opponent back. However, when you perform the same combo on a cornered opponent, you get pushed away due to the need to reach full extension in the attacking arms and legs. However, when using a projectile move in the corner, the attacker is not pushed away. An attacker with fast projectile recovery time can follow up with another attack to keep the pressure on their cornered foe. The corner provides a necessary boundary on some important juggle combos, keeping you in range and allowing the combo to continue. However, due to the "extension effect" on many combos preformed mid-screen have a higher hit count, therefore a greater damage potential than most corner only combos.

STANCE CHANGE COMBOS

There are some combos that change stances in the middle without being part of the canned combo. These are known as stance change combos. These can be done easily after any launcher. When you use any launcher, press the stance change button to go into a different stance while the opponent is in the air. This can lead to combos that normally couldn't be accomplished. In some cases you can even make three stance changes before you hit the opponent.

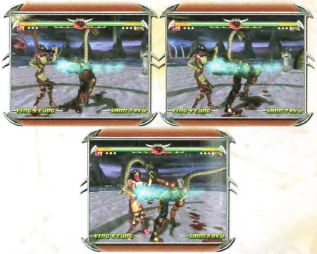


DEFENSIDE CAPABILITIES

The blocking system in Mortal Kombat: Deception is very simple. All one has to do is hold the block button. Blocking is a very important element of game play. There are two distinct types of attacks, high and low. High attacks can be either ducked under or blocked. Low attacks may be jumped over or blocked while holding ◄ on the pad. Many other fighting games require you to block high attacks while standing. Mortal Kombat: Deception changes this. You may block a high attack, a jump kick for example, while blocking low. This eliminates cross up combos, and makes defense a lot easier to use.

BLOCK STUN

Block stun is the term used to describe how long a character is "stuck" in the blocking animation after an attack has been successfully blocked. Depending on the type of attack, range, and power, this time can be anywhere from almost nonexistent to almost a full second.



BREAKERS

A major new addition to the Mortal Kombat series is the addition of Breaker Attacks. If an opponent has you trapped in the throes of a combo, simply press ◄► + block together to knock the opponent down. There are upsides and downsides to a Breaker Attack. The upside is that it can successfully stop a combo that would normally deal much more damage, as well as the knockdown gives you time to reposition and launch a counterattack. The downside is you only have three Breakers per fight, and the Breaker does no damage to your opponent. A Breaker can be performed at any point in a combo, even during a juggle. Nevertheless, use them wisely, or you will find yourself out of Breakers when you need one most.

TRACKING

In any three-dimensional game, there is the ability to step off the face-to-face plane and begin circling your opponent to gain a better position. This also opens the door to moves that will "home in" on you and still hit you, even though you are not directly in front of your opponent. This is known as tracking, and can become a very useful tool in winning a game of Mortal Kombat. Certain moves that run perpendicular to your opponent have tracking, and will follow and hit an opponent, even if they attempt to sidestep.

ADVANCED TACTICS

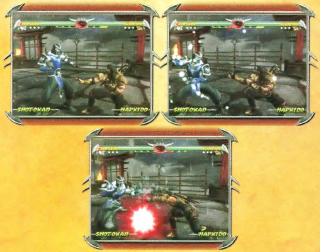
Although a basic knowledge of the offensive and defensive traits of Mortal Kombat: Deception will allow you to defeat a beginner, it will not be enough for you to win against an intermediate or advanced player. This final section details the more advanced tactics to aid you in defeating almost any opponent, and, more importantly, assist you in understanding why you may have lost a fight and improving your skills to win the next time.

RING OUTS AND MULTI LEVEL STAGES

Positioning is of the utmost importance in Mortal Kombat: Deception. It is possible to win a round with a single hit if done properly and you manage to push an opponent out of the ring. When there is a yellow line near a stage border, it means caution; there is another level to the stage. When you connect with a move that can cause a ring out, your opponent will plummet to the next level of the stage and land on their head, causing extra damage. If the line is red, however, it means that you will be able to knock them out of the ring, killing them instantly. If a ring out occurs in the first round, however, your opponent will return for round two.

POKING

Advanced game play involves several tactics to win. Most beginners, and some intermediate players, will attempt to use a barrage of normal moves instead of just doing special moves. However, a more advanced player will "poke" at his or her opponent to catch them off guard. A poke is a mid or long range attack that strikes quickly and is withdrawn before the opponent can counterattack. Many special moves can take much longer to recover from than normal moves, and as such, can leave you wide open to a well timed sidestep or counterattack. Poking reduces the length of time you are exposed, as well as keeping your opponent at a range you would prefer, while minimizing risk and still being able to cause damage.



ZONING

Poking requires knowledge of attack speeds and recovery rates from said attacks. Conversely, zoning focuses mainly on attack ranges and positioning. In zoning, the main objective is to control the best screen position while limiting your opponent's options on where they can go and what they can do. Knowing your characters limits of range means you can avoid executing an attack that will leave.

MIND GAMES

Mind games are extremely important in Mortal Kombat: Deception. Using mind games, you can easily make your opponent think you are going to do one move, yet do something totally different and counterattack them when they attempt to break out. For instance, one of the most basic mind games is the projectile trap. Throw several projectiles in a row, and when your opponent gets ready to avoid the next one and punish you, smack them with something totally unexpected. When done properly, you will be able to force your opponent to react in whatever manner you see fit, therefore controlling him as well as you. If you control the opponent, you control the match.

OVERALL GAME PLAN

While the advice given above is enough to help you in most general situations that may arise in a fight, they are far from complete. As a player, you must form your own strategies and game plan to help you achieve victory. As you learn more about the matchups, who is more suited for fighting who, when to perform certain moves, and when to run instead of fight, you will come up with your own tactics to help you win. As you progress in skill, you will be able to come up with strategies on the fly, and soon be on your way to mastering the game, thus enabling the competitive spirit in others to take hold and be forced to learn more themselves in order to challenge you. In this manner, you and your opponents will gain in skill, and come up with numerous tips not in this guide. Use what you learn well, and you can challenge any player with a bit of practice.

ASHRAH

GHOU JAIO

NAME	COMMAND	DAMAGE	NOTES
Wrist Chop	1	8	
Piercing Wrist	2 + 1	7	Launcher
Crouching Low Arm Chop	3 + 1	4	
Nukite	2	7	
Vicious Uppercut	3 + 2	13	Uppercut
Snap Kick	3	7	
Off Balance Trip	2 + 3	7	Knockdown
Knee Bruiser	2 + 3	7	
Lifting Flat-Foot	3 + 3	7	Knockdown
Ducking Snap Chip	3 + 3	8	
Hopping Crane Kick	4	9	
Whirling Spin Kick	2 + 4	12	Knockdown
Chicken Leg	2 + 4	9,8	
Soaring Crane	3 + 4	7	Launcher
Walking Steel Leg	3 + 4	4	
Steel Wrists	4, 2 + 4	8,5	Launcher
Twin Eye Poke	2, 2	7,5	
Downfall	2, 2, Stance Change	7,5,9	Knockdown
Stone Wrists	2, 4	7,6	Knockdown
Leg Chopper	2 + 4, 4	9,8,2	
Demon Slayer	2, 4, 4	7,5,8	
Faithful Mind	2, 2, 4, Stance Change	7,5,8,2	
Feeling Lucky	2, 2, 4	7,5,8	
Furious Wrath	2, 2, 4, Stance Change, 2, 2, Stance Change	7,5,8,3,3,3,3	
Killer in White	2, 2, 4, Stance Change, 4, 2 + 4	7,5,8,3,2,2	Launcher Combo

BA GUA

NAME	COMMAND	DAMAGE	NOTES
Ox Tongue Palm Strike	[1]	5	
Dragon Elbow Strike	[1] + [3]	8	
Power Palm	[2] + [3]	12	Knockdown
Hooking Strike	[3]	8	
Spear Hand Thrust	[2] + [3]	11	
Heavenly Uppercut	[1] + [3]	13	Uppercut
Spinning Force Palm	[3]	11	
Hammer Palm Strike	[4] + [3]	7	Launcher
Low Jagged Kick	[1] + [3]	4	
Stepping Side Kick	[4]	10	
Swinging Sweep	[2] + [4]	10	Knockdown
Horse Kick	[1] + [4]	8	Launcher
Low Turning Kick	[1] + [3]	7	
Stomach Pain	[1], [1]	5,3	
Fancy Hands	[1], [3]	5,6	
Chin Strikes	[3], [3]	8,7	
Rusty Blade	[3], [3], Stance Change	5,3,5	Launcher
Painful Palms	[3], [3], [3]	5,6,5	
Dancing Hands	[3], [3], [3], [3]	5,6,5,6	Knockdown
Face Scrape	[3], [3], [3]	8,7,8	Knockdown
Face Poker	[3], [3], Stance Change	8,7,7	
Art of Overkill	[1], [3], [2] + [3]	5,3,4	Launcher

KRISS

NAME	COMMAND	DAMAGE	NOTES
Chest Slash	[1]	7	
Head Slicer	[2] + [3]	3	
Eye Poke	[2] + [3]	7	Launcher
Low Thigh Slash	[1] + [3]	5	
Right Down the Middle	[3]	9	
Dancing Kriss	[2] + [3]	9	
Quick and Easy	[1] + [3]	10	Launcher
Rising Uplift	[1] + [3]	15	Launcher
Reverse Blade	[3]	12	
Low Slash	[2] + [3]	8	Knockdown
Neck Thruster	[1] + [3]	15	
Target Practice	[2] + [3]	12	
Low Quick Stab	[1] + [3]	3	
Pelvis Kick	[4]	7	
Twisting Gut Cut	[1] + [3]	7	Knockdown
Mid-Section Pain	[1] + [3]	4	
Kriss Kross	[3], [3]	9,4	
Twin Swipes	[3], [3]	7,5	
Fast Enough	[2] + [3], [3]	3,2	
Fast Hands	[2] + [3], [3], [3]	3,2,2	
Extreme Fists	[2] + [3], [3], [3], [3]	3,2,2,1	
Goddess Blade	[3], [3]	12,5	
King Thunder	[3], [3], [2]	12,5,5	
Killer Bride	[3], [3], [3], [3]	12,5,5,2	

ASHRAH THROW

Ashrah's throw can be used to add on to her combo arsenal. She kicks her opponent in the head and launches them up. This launch opens the door for a big combo and a potential ring out.

ASHRAH

SPECIAL MOVES

Heavenly Light is a very fast and agile projectile. Unlike most projectiles in ***Mortal Kombat: Deception***, it knocks the opponent down on a successful hit. Also, Heavenly Light doesn't have maximum range, so you must be within range to use it effectively. It's also a good move to knock an opponent through a wall and down to the next stage, or possibly lead into a fatality.

Instead of being the typical projectile, Lightning Blast goes up and off the screen and rains down onto the opponent's head. It knocks them down and offers Ashrah the opportunity to set herself up for mix-up opportunities. It also gives great opportunities to knock opponents off their feet when they are trying to throw projectiles in return. Since Lightning Blast goes off the screen, there's no danger that it will be nullified by another projectile headed your way—a nice bonus.

Everyone likes quick launchers and Spin Cycle is the perfect way to start off a combo. There's an amazing extra built into this move; Spin Cycle can combo into itself, which is rare among special moves. If it's used near the edge of an arena, you'll knock your opponent out (finishing the round or knocking an opponent to a different level). It's also a great anti-air move that can be used to stop an opponent as they're jumping in on you.

Nature's Torpedo is sure to catch some opponents off guard. It acts like a battering ram and sends your opponents flying into a wall or a deathtrap. Don't worry about using it to knock an opponent down and jump over them (to gain a positional advantage), it's a great way to switch sides and set the opponent up for a stage trap. Another great thing about Nature's Torpedo is its speed; it's very fast and can easily be whipped out in the heat of battle.

ASHRAH FATALITY

STRATEGY FOR ASHRAH

Ashrah is a very fast, limber character. She has ability to strike at any time, inflicting heavy damage. Since she has two different projectiles, it's wise to use both during battle. Use Heavenly Light to knock an opponent down when you're trading projectiles with them. If they are near the edge of the screen, use Lightning Blast to send them over the edge and (if they're still breathing) finish them off. Don't worry if this tactic doesn't work; Lightning Blast still knocks them down and leaves them in a weak position.

Spin Cycle is a great way to catch people who like to sidestep and go off axis. Because the move hits in a 360° range, use it even when your opponent is behind you. A great way to keep your opponent in check is to pull off Nature's Torpedo. It's so fast that your foe can't see it and may have to rely on instinct to block it. A great thing about her throw is that Ashrah can combo off of it. Throw often, because getting a free combo doesn't happen often.

Chou Jaio is a great way to combo into any of your three stances. Piercing Wrist launches opponents and is a perfect combo starter. The Twin Eye Poke is fast and inflicts a good deal of damage quickly and can lead to stance changes. The double stance change combo gets Ashrah from Chou Jaio to Kriss in a few seconds. Overall, this is a great stance for quick poking and transitional moves.

The best thing about Ba Gua is the ability to quickly knock an opponent off their feet. This stance takes advantage of Ashrah's speed and agility and offers a perfect chance to beat down even the best opponents. Switching to Kriss from Ba Gua is a breeze; just combo into Kriss and watch the other player suffer.

Ashrah's best stance, Kriss, reveals her true power. There are several combos that can cause great damage in a small amount of time. Even most of the launcher combos use the kriss now and offer more damage. Don't expect Ashrah to rely solely on the weapon in this stance, however. Her hand-to-hand combat is extremely fast and can stop an opponent from attacking at almost any time. There's no way for her to combo into other fighting stances, so if this is a necessity, press the stance change button manually.

ASHRAH COMBOS

COMBO 1

Chou Jiao Style, 7 Hits, 34 Damage

COMBO 2

Chou Jiao Style, 6 Hits, 23 Damage

COMBO 3

Chou Jiao Style, 5 Hits, 26 Damage

COMBO 4

Chou Jiao Style, 4 Hits, 23 Damage

COMBO 5

Ba Gua Style, 5 Hits, 18 Damage

COMBO 6

Kriss Style, 3 Hits, 32 Damage

COMBO 7

Kriss Style, 7 Hits, 24 Damage

COMBO 8

Chou Jiao Style, 10 Hits, 34 Damage

COMBO 9

Chou Jiao Style, 10 Hits, 34 Damage

COMBO 10

Chou Jiao Style, 9 Hits, 33 Damage

BARAKA

BLADES

NAME	COMMAND	DAMAGE	NOTES
Downwards Slash	1	7	
Mid-Ripper	2 + 1	11	Knockdown
Face Impaler	2 + 1	9	Stun/ Knockback
Low Scissors	3 + 1	6	
Throat Slash	2	8	
Send Them Flying	3 + 2	10	Uppercut
Chest Slash	2 + 2	12	Knockdown
Crouching Dual Stab	3 + 2	15	Knockdown
Scarlet Wing	3	7	
Up And Beyond	3 + 3	8	Launcher
Get The Point	2 + 3	9	Knockdown
Toe Slash	3 + 3	4	
Spinning Sidekick	4	7	
Demon Sweep	2 + 4	5	Knockdown
Shin Stab	3 + 4	4	
Slashing Wind	3, 1	7,4	
Mithril Metal	2, 2	8,6	
Long Tips	2, 1	8,7	
Frenzy Slashes	3, 1, 3	8,7,4	Knockdown
Cyclone	3, 3	7,5	
Khan's Warrior	3, 3, 2	7,5,8	
Outworld Walker	3, 3, 2, 2	7,5,8,4	
Baraka's Special	2, 3, 3	7,5,5	Knockdown
Dark Void	3, 3, 2, 1	7,5,6,5	
Heavy Damage	3, 3, 2, 3, 3	7,5,6,5,3	Knockdown

This throw turns the opponent around and Baraka puts his knee into their back. For the big finish, Baraka jumps into the air and lands on the opponent's back in devastating fashion. This throw has no combo potential, so only rely on it when your opponent blocks a bit more than they should.

HUNG GAR

NAME	COMMAND	DAMAGE	NOTES
Scratching Palms	1	8	
Double Claw Strike	2 + 1	7	Knockdown
Low Scratch	3 + 1	3	
Chameleon Palm	2	7	
Razor Nails	2 + 2	4,10	Knockdown
Hammerfist Lift	3 + 2	13	Uppercut
Baraka Hop	3 + 2	0	Jump
Spinning Hook Kick	3	9	
Slithering Foot	3 + 3	3	
Tiger Tail Kick	2 + 3	5	
Leg Take Out	2 + 3	4	
Twisting Sidekick	4	8	
Leg Trip	3 + 4	5	
Spinning Roundhouse Kick	2 + 4	8	Knockdown
Leaping Frog Legs	3 + 4	12	Knockdown
Clearing Space	1, 4	8,5	
Sharp Things	1, 4, Stance Change	6,5,4	
Sneaky	4, Stance Change	9,5	
Hot Palms	1, 2 + 1	6,5	Knockdown
Taking Out Your Eyes	1, 2 + 4	6,3,7	
Priceless	1, 4, Stance Change, 1, 4, 4	6,5,4,3,3,2	
Suffering Bladas	1, 4, Stance Change, 1, 4, 1, 3	6,5,4,3,3,3,2	Knockdown

SILAT

NAME	COMMAND	DAMAGE	NOTES
Quick Punch	1	5	
Spinning Elbow	2 + 3	6	
Nomad Cross	2 + 3	10	Knockdown
Ducking Cross Punch	3 + 3	3	
Vertical Elbow	4	11	Knockdown
Frontwards Elbow	2 + 4	8	Knockdown
Rising Uppercut	3 + 4	13	
Thai Knee	3	8	Knockback
Ankle Kick	2 + 3	5	
Jumping Roundhouse	3 + 4	13	Knockdown
Crooching Kick	3 + 3	3	
Front Sidekick	3	8	
Dragon Sweep	2 + 3	6	Knockdown
Low Demon Spinkick	3 + 3	3	
Steel Punches	1, 1	5, 4	
Triple Takeout	1, 1, 1	5,4,3	
Head Spinner	2 + 3, 4	6,6	Knockdown
Speedy Elbow	3, 3, 4	5,4,6	Launcher
Silat's Salute	3, 3, 3	5,4,4	Knockdown
Rocky Road	2 + 3, 3	6,4	
Chest Damager	1, 1, 3	5,4,4	
Scratch Fever	1, 1, 3, Stance Change	5,4,4,5	Launcher

BARAKA THROW

BARAKA FATALITIES

SPECIAL MOVES

The Flying Shard is a great projectile. With this move, Baraka sends the edge of a sword flying at the enemy. This is great for projectile trades which can trap other characters. The only downside is that it takes a while to come out, so if you use it in close range, you might get knocked out of it and be force-fed a combo in retaliation. Watch out for characters that have a low attack that can dip under it, since that's a great way for opponents to gain the advantage over the Flying Shard.

This is the best move in the game. Not only is Mutant Blades mind-numbingly fast, but Baraka remains relatively safe if the attack is blocked. Baraka can abuse this move repeatedly until the enemy is crushed under the relentless assault. However, this is Baraka's bread and butter, so when in doubt, use Mutant Blades and nail your foe to the wall! With only two special moves, you may want to use this after sidestepping to ensure that it hits. As if that weren't enough, Mutant Blades can knock an enemy to the ground, into a death trap, or out of the ring. If you want to end a battle, this move can't be beat.

The Chop Chop Blades are what made Baraka famous from the previous Mortal Kombat series. Baraka moves his hands up and down extremely fast with blades attached on the end of them. While the Chop Chop Blades only do 10 damage, it is a great anti-air move to stop those pesky jumping in opponents.

BARAKA COMBOS

COMBO 1

Blades Style, 3 Hits, 18 Damage

COMBO 2

Blades Style, 6 Hits, 21 Damage

STRATEGY FOR BARAKA

Baraka. Mutant Blades. What more needs to be said? Since this attack is lightning quick with no recovery, use it until your opponent's face turns a nice shade of blue. If their defense is strong and you have a tough time getting in, use the Flying Shard to nullify projectiles and wait for an opening. A great option is to sidestep, toss a Flying Shard, and move in as they recover. This also increases the likelihood that their ranged attack will miss, giving you further opportunity to retaliate with yours.

The Mutant Blades attack can ring out an opponent as well. Back an opponent into a death trap or a wall, whip out the attack and push them over the edge. Baraka also has big launcher starters that lead into long combos. Use them when you're giving Mutant Blades a break to mix things up.

A great stance to begin with, Baraka's first stance is Silat. Most of his combos originate from this stance and it revolves around speed and transitioning into other stances. When in doubt, lead off with a Speedy Elbow combo starter and work from there. You have a great variety of choices from this position and it also allows you to end in whichever stance you wish. To combo through Hung Gar and into Blades, the Speedy Elbow is the way to go.

Baraka's second stance is the Hung Gar. It's a transitional stance meaning that it's most effective in conjunction with an air combo. The knockdown moves in this stance offer further ring out options. Use Priceless and Suffering Blades to transition into the Blades, Baraka's best stance.

The Blades is Baraka's final stance. Up and Beyond is, by far, the best launcher from this stance and should be used whenever possible. It leads into all of the big combos and a few can even transition into Silat. This is a fantastic advantage in the heat of battle if you like to fight up close. All of the combos in this stance inflict great block damage, so even if they don't connect, you'll be cutting your opponent down. The combination of the Blade fighting stance and the Mutant Blades is the absolute perfect combination. The key to dominating with Baraka is to have quick options that lead into big combos partnered with the ability to ring an opponent out with Mutant Blades.

BARAKA COMBOS

COMBO 3

Sai Style, 3 Hits, 24 Damage

COMBO 4

Sai Style, 4 Hits, 23 Damage

COMBO 5

Sai Style, 4 Hits, 24 Damage

COMBO 6

Sai Style, 3 Hits, 27 Damage

COMBO 7

Blades Style, 7 Hits, 32 Damage

COMBO 8

Blades Style, 7 Hits, 33 Damage

COMBO 9

Sai Style, 3 Hits, 28 Damage

COMBO 10

Sai Style, 10 Hits, 31 Damage

BARAKA

SUMO

NAME	COMMAND	DAMAGE	NOTES
Sumo Slap	❸	12	
Power Lift	❷ + ❸	11	Launcher
Low Strike	❶ + ❸	4	
Rib Slap	❷	18	
Double Handed Push	❷ + ❷	18	Knockdown
Uppercut	❶ + ❷	13	Uppercut
Cheap Shot	❸	17	Knockdown
Sweeping Kick	❷ + ❸	12	
Crab Kick	❶ + ❸	4	
Headbutt	❸	15	
Side Chop	❷ + ❸	16	
Low Foot Plant	❶ + ❸	4	
Ring Out	❸, ❷	12,6	
Phat Hands	❷ + ❸, ❷	16,7	
Champion Sumo	❸, ❷, ❸	12,8,5	Knockdown
Frenzy Legs	❸, ❸, Stance Change, ❸, ❸	12,6,9,3,2	
Sleepwalker	❸, ❸, Stance Change, ❸, ❷, ❸	12,6,9,3,4,3	Knockdown
Drunken Sumo	❸, ❸, Stance Change, ❸, Stance Change	12,6,9,3,1,1	Launcher

BO RAI CHO THROW

Bo Rai Cho has a throw that he can use in a combo. Throw the opponent and, as soon as they land, take a slight step forward and hit them with the Belly Bash. The most useful facet of this throw is that if it places an enemy near the edge, the follow-up Belly Bash has a good chance to ring them out.

DRUNKEN FIST

NAME	COMMAND	DAMAGE	NOTES
Spinning Backfist	1	8	
Cross Strike	2 + 3	7	
Serving Fist	1 + 3	3	
Drinking Punch	4	4	
Twisting Flask	1 + 4	13	Launcher
Battle Punches	1 + 4	7,7	
Lazy Leg	3	9	
Sweep Kick	2 + 3	7	Knockdown
Drinking Wine	1 + 3	7	
Drunken Leg	3	9	
Spinning Kick	2 + 3	17	
Monkey Kick	1 + 3	5	
Krazy Monkey	3, 4	9,9	Knockdown
Twist of Lime	3, 3, 3	8,6,4	
Crushing Grapes	3, 3, 3	9,3,2	
Staggering Steps	4, 3, 4, 3	4,5,4,3	Knockdown
Zero Tolerance	3, 3, 4, 4	9,3,4,3	Knockdown
On the Rocks	4, 4, 3, 3, 3	4,3,4,3,2	
City Protector	3, 4, Stance Change	9,3,1,1	Launcher

JOJUTSU

NAME	COMMAND	DAMAGE	NOTES
Overhead Strike	1	9	
Strong Overhead Strike	2 + 3	12	Launcher
Pelvis Hit	1 + 3	3	
Two-Handed Thrust	4	10	
Vertical Smash	2 + 4	5	Launcher
Upwards Stick	1 + 4	15	Launcher
Homerun Swing	3	7	Knockdown
2-Hit Strike	2 + 3	4,3	
Low Foot Poke	1 + 3	3	
Straight Thrust	1 + 3	10	
Mid Reverse Strike	3	6	
Leg Poke	2 + 3	5	
Dodge Nitro Slam	1 + 3	12	Knockdown
High Reverse Strike	1 + 3	4	
Homerun	4, 3	10,5	Knockdown
Cheap Stick	4, 3	10,4	
Dancing Stick	4, 3, 3	10,4,5	
Crusty Branch	4, 3, 4	10,4,3	
Splitting Bamboo	4, 3, 2 + 3	10,4,8	Launcher
Rolling Wind	4, 3, 3, 1 + 3	10,4,3,4	

BO RAI CHO

BO RAI CHO FATALITY

SPECIAL MODES

Puke is as powerful as it is disgusting. It's a lot like Sub-Zero's Ground Freeze in that, on a successful hit, it renders the opponent helpless for a few seconds. This opens the door for anything you want to do, including an 11-hit combo! Here's a word of warning though: any damage dealt of of Puke is scaled down and decreased. Puke can't be performed while the opponent is prone, in the air or next to a wall. That balances the move from being used cheaply.

Monkey Flips should be your choice when you want to knock an opponent out of the ring. It reaches farther than most special moves and hits twice. It's also a wonderful combo finisher that can position enemies where you'd like. Monkey Flips also advances Bo Rai Cho quickly across the arena, so if you want to get next to your opponent and follow up with a throw, an attack or a big combo, this is the way to go.

The Belly Bash sends Bo Rai Cho across the screen belly first. It's a train wreck waiting to happen and if the opponent dares to cross the tracks, they'll get flattened like a penny. This is another great ring out move that sends the opponent flying into the death trap of choice. However, if blocked, the opponent will wind up with the upper hand and most likely leave you eating dirt by the time they're done.

Earthquake is a full screen attack that hits the enemy regardless of their position in the arena. It's also unblockable, forcing your enemy to jump and stay off the ground or be hit. However, since it's slow, restrict using it until an opponent is as far away as possible to lessen the chances that you'll be hit out of it. Using it as an opponent is getting back to their feet is a quick way to score a free hit if it's timed right.

STRATEGY FOR BO RAI CHO

Bo Rai Cho is a brilliant choice overall. His speed, damage, high hitting combos and trickiness all play a part in his strength. 10-hit combos (at least) come easy, so don't be afraid to use Puke and set them up. Even though the overall damage is scaled down, it's still worth it and can take a chunk out of an enemy's lifebar.

Use his throw to set up a combo and/or a ring out. When you're far away from the opponent, force their hand by using Earthquake to remind them that they can take damage regardless of their position on the battlefield. Try to avoid using Monkey Flips too often since the chances of retaliation are high. However, tossing the move in at the end of a combo is relatively safe.

His first fighting stance is Sumo. It offers transitions and big combo starters. It's based on power hits and plays right into Bo Rai Cho's hands. Follow up any knockdown with Earthquake. Learn to time this right for some free damage. If you're more of a launcher, there are a plethora of options.

Drunken fist, Bo Rai Cho's second stance, offers opportunities to get out of hand and unleash incredible damage in a short time span. Many moves are tricky and difficult to handle. This stance is deceptive because Bo Rai Cho's always off kilter. He has the same priority that he normally would, however. City Protector is an excellent combo starter and it is lightning quick.

Bo Rai Cho's final stance is Jojutsu. He has a staff in his hands that can make meat of his opponent. This is a long range weapon, so use it to your advantage. Low attacks from range are the way to go if you're poking. There are several launchers that set you up perfectly to dish out some big damage. Use the Vertical Smash or the Upward Kick to launch your foe and, hopefully, in the process, set you up for a ring out. The Dodge Nitro Slam is a great way to get off axis and hit the opponent while dodging. Overall, use the power of Jojutsu to attack from range and keep an enemy from getting in close.

BO RAI CHO COMBOS

COMBO 1

Sumo Style, 3 Hits, 29 Damage

COMBO 2

Sumo, 4 Hits, 14 Damage

COMBO 3

Jaguar Style, 6 Hits, 26 Damage

COMBO 4

Jaguar Style, 7 Hits, 28 Damage

COMBO 5

Jaguar Style, 7 Hits, 29 Damage

COMBO 6

Jaguar Style, 7 Hits, 31 Damage

COMBO 7

Sumo Style, 8 Hits, 38 Damage

COMBO 8

Sumo Style, 10 Hits, 39 Damage

COMBO 9

Sumo Style, 10 Hits, 39 Damage

COMBO 10

Sumo Style, 11 Hits, 39 Damage

BO RAI CHO

WING CHUN

NAME	COMMAND	DAMAGE	NOTES
Pressure Fist	1	7	
Long Arm Punch	2 + 3	12	Knockdown
Ducking Low Punch	1 + 3	3	
Overhead Knock	2	8	
Uppercut	1 + 2	13	Uppercut
Sideways Smack	4 + 2	12	
Side Kick	3	7	
Digging Heels	4 + 3	7	
Train Kick	1 + 3	3	
Walking Stomach Kick	4	7	
3-D Slap	1 + 4	11	Knockdown
Low Spin Kick	1 + 4	3	
Trapping Hands	1, 1	7,3	
Lock Down	1, 1, 1	7,3,2	
Stick Fists	1, 1, 2 + 3	7,3,3	Knockdown
Reaver Strikers	1, 2	7,5	
Junk	1, 2, 3	7,5,4	
Long Legs	2, 3, 3	8,5,4	
Iron Horse Legs	3, 3, 3, 3	8,5,4,3	
Razor Legs	1, 2, 3, 3	7,5,4,3	
Whispering Tail	3, 3, 3	7,5,4	
Doom Attack	1, 2, 3, 3	7,5,4,3	
Wonder Thunder	1, 2, 3, 3, 3	7,5,4,3,2	
Changing Winds	1, 2, 3, Stance Change	7,5,4,7	

ESCRIME

NAME	COMMAND	DAMAGE	NOTES
Forearm Strike	1	12	
Lifting Skull Kracker	2 + 1	10	Launcher
Low Chop	3 + 1	4	
Pak Fist	2	10	
Upward Sky	3 + 2	6	Uppercut
Hanging Arm	1 + 2	13	Uppercut
Abdominal Strike	3	12	
Wild Attack	2 + 3	10	Knockdown
Short Elbow	1 + 3	4	
Knee	4	11	
Turning Foot	3 + 4	4	
Double Trouble	4, 4	12,4	
Trap Those Hands	2, 2	10,4	
Hand Lock	2, 3, 4	10,4,3	
Secret Knees	3, 3, 3, 4	10,4,3,8	
Chaos Strikes	3, 3, 4	12,11,8	
Deadly Fu	3, 3	11,8	
Path Walker	3, 3, 4	12,4,4	
Open Passage	3, 4	12,4	
Warrior of Chaos	3, 3, 3, 3 + 2	10,4,4,3	Launcher
Hidden Evil	3, 3, 3 + 2	12,4,3	Launcher
Sharp Spin Action	2, 3, Stance Change	10,4,5	Knockdown
Sonic Air Wave	2, 3, 2, Stance Change	10,4,3,4,3	Knockdown

AUTUMN DAO

NAME	COMMAND	DAMAGE	NOTES
Gut Slash	1	10	
Wushu Spin	2 + 1	9,7	Knockdown
Thigh Slash	3 + 1	5	
Upward Wind	2	10	
Upward Launcher	2 + 3	9	Launcher
Double Handed Slash	1 + 3	15	Uppercut
Melon Cutter	3	11	
Crouching Cyclone	2 + 4	11,8	
Tornado Spin Cutter	2 + 4	9	Knockdown
Low Long Ranged Stab	1 + 4	3	
Chest Stab	4	7	
Blender Slice	2 + 4	8,4,3	
Foot Chopper	3 + 4	4	
Tiger Slashes	4, 4	10,7	
Beast Power	4, 4, 2	10,7,5	Knockdown
Blood Letter	3, 4, 2 + 4	10,7,6,4	Knockdown

DAIROU

DAIROU THROW

Dairou's throw is a normal knockdown move. Dairou starts by breaking the opponents arm, then he uses that some broken arm to flip the opponent to the ground. It won't lead into a combo, but it's fun to watch.

DAIROU FATALITY

DAIROU SPECIAL MOVES

The Tombstone Drop is Dairou's best move—it's unblockable. Dairou falls to the ground and, when he hits, causes an earthquake that pops your opponent into the air (if they are on the ground). This is a huge factor in altering your opponent's gameplay, because it forces them to always be on guard for the Tombstone Drop. In addition, two typical defenses that they'll apply is to constantly be in the air or block continually. Either one forces them to play a type of game that they may not be ready for and puts you in the driver's seat. There are no other options left to them if you use this move correctly. It's also effective near a wall or immovable object. The added bonus is that it leads into a big damage combo, so be prepared to hit them fast and hard!

As if the Tombstone Drop weren't enough, Stealthy Shadows is excellent to mess with your opponent's mind. While it inflicts no damage, it causes Dairou and your foe to switch places, leaving the opponent's back turned. It's best used when you're backed up (against a wall or the edge of the ring) and in danger. If the enemy is blocking while you perform Stealthy Shadows, they'll still be blocking when the move finishes, but they'll have switched positions. Otherwise, they'll be open for your attack!

The Iron Leg is a projectile thrown from the bottom of Dairou's leg. The problem is that Dairou has to bend over to perform the move; it's slower than other missile moves. However, it has the same force and effect as other projectiles and can nullify other oncoming missile attacks. It can also be used to end a combo.

STRATEGY FOR DAIROU

Dairou's list of surprise moves that keep the opponent guessing is his strength. To maximize his effectiveness, use the Tombstone Drop fast and often. Since it's unblockable, your opponent must think fast and alter their game plan drastically to be successful. They'll only have a few options, and limiting them like this is the key to success. Capitalize on this and force your enemy into an uncomfortable position. Try using Stealthy Shadows to gain an advantage if your opponent isn't blocking effectively. Only use the Iron Leg to nullify projectiles in a defensive fashion, don't rely on it for offense, since it's slow and leaves you open for reprisals.

Wing Chun, Dairou's first stance, is a poking stance that doesn't offer many transition options. This is an optimal stance for ringing out your opponent, since any of his knockdown combos offer that option. Use Stick Fists and, as soon as the move connects, use the Tombstone Drop to pop them up again. Your foe will have an extremely hard time getting out of the trap.

Escrima is the second stance option and it's a good way to begin many combos. Dairou has many launcher combos that enable him to either change stances or ring an opponent out. Use Warrior of Chaos to set up a big launcher combo; follow it up with another combo for maximum potential. There are also quick knockdown moves that leave foes open to the Tombstone Drop on wakeup.

The stance of choice is the Autumn Dao. The combination of the Tombstone Drop, Stealthy Shadows and a weapon in hand makes this a brutal stance. Use the Tombstone Drop with an Upward Launcher for the perfect trap. If they jump, hit them with the Upward Launcher and if they hesitate, force their hand with the Tombstone Drop. This may enrage your opponent and reveal weaknesses in their gameplay to exploit. Blood Letter is a great way to put the exclamation point at the end of a big damage combo.

D'ARGH COMBOS

COMBO 1

Wing Chun Style, 5 Hits, 29 Damage

COMBO 2

Escrima Style, 7 Hits, 37 Damage

COMBO 3

Escrima Style, 8 Hits, 34 Damage

COMBO 4

Escrima Style, 8 Hits, 37 Damage

COMBO 5

Escrima Style, 7 Hits, 20 Damage

COMBO 6

Autumn Dao Style, 3 Hits, 22 Damage

COMBO 7

Autumn Dao Style, 4 Hits, 22 Damage

COMBO 8

Autumn Dao Style, 3 Hits, 27 Damage

COMBO 9

Autumn Dao Style, 3 Hits, 34 Damage

COMBO 10

Autumn Dao Style, 6 Hits, 40 Damage

D'ARGH

PARRIUS

SHINTORYU

NAME	COMMAND	DAMAGE	NOTES
Face Chop	2	5	
Leaning Elbow	3 + 4	12	Knockdown
Low Stomach Punch	1 + 2	4	
Nose Chop	2	7	
Skull Chop	3 + 4	11	Launcher
Uppercut	1 + 2	13	Uppercut
Hi Face Kick	3	9	
3-D Sidekick	1 + 3	12	Knockdown
Low Snap Kick	1 + 4	5	
Hood Kick	2	11	
Shin Kicker	3 + 4	7	
Flipping Kick	1 + 4	5	Knockdown
Foot Kick	1 + 4	7	
Chopping Wind	2, 2	5,4	
Heavy Damage	2, 2, 2	5,4,6	
Fierce One	2, 2, 3 + 4	5,4,7	Knockdown
Shinto Stealth	2, 2, 1 + 4, 1 + 4	5,4,3,3	Knockdown
Blending Hands	2, 2	5,5	
Knock You Out	2, 2, 2	5,5,8	
Krazy Styles	2, 2, 2, 2, 2	5,5,5,2,1	
I Have the Power	2, 2, 2, 2	5,5,5,4	Knockdown
Shinto Claws	2, 2, 2, Stance Change	5,5,5,4	Knockdown

LEOPARD

NAME	COMMAND	DAMAGE	NOTES
Leopard Paw	1	3	
Sabertooth Uppercut	2 + 1	4	Launcher
Double Palm	1 + 2	11	Knockdown
Low Paw Strike	1 + 2	3	
Knuckle Fist	1	6	
Upward Jackhammer	2 + 1	11	Knockdown
Batting Practice	1 + 1	13	Uppercut
Power Spin Kick	3	7	
Leg Trip	2 + 3	6	Knockdown
Walking Heels	1 + 3	3	
Razor Heels	3	8	Knockdown
Spinning Sweep Kick	1 + 3	4	
Blurry Punches	1, 1	3,2	
Knuckle Pain	1, 1, 1	3,2,2	
Sneaky Leopard	1, 1, 1	3,2,4	
Face Splat	1, 1, 1, 1	3,2,2,2	
Stalking Eyes	1, 1, 1 + 1	3,2,6	Knockdown
Pouncing Paws	1, 1, 2 + 1	3,2,2	Launcher
Keep It Cool	1, 1, 1, Stance Change	3,2,3,5	Knockdown

GAUNTLETS

NAME	COMMAND	DAMAGE	NOTES
Talon Face Slash	1	11	
Chest Pain Elbow	2 + 1	7	Launcher
Chest Slash	2 + 1	9	
Leg Poker	1 + 3	7	
Forward Strike	1	12	
Double Handed Strike	2 + 1	12	Knockdown
Smooth Uppercut	1 + 1	15	Uppercut
Upwards Hand Blade	3	7	Launcher
Sweeping Gauntlet	2 + 3	7	Knockdown
Shin Kick	1 + 3	8	
Rib Kick	3	7	
Freaky Stun Kick	1 + 3	4	
Power Glove	1, 1	11,7	
Total Destruction	1, 1, 3	11,7,4	
Letting Loose	1, 1, 3, 3	11,7,4,1	
Enraged	1, 1, 3, 1, 1	11,7,4,1,1	
Kombat Control	1, 3	7,2	
Sharp Feet	1, 3, 3	7,2,1	

DARRIUS

DARRIUS THROW

Darrius' throw starts out like a basic power bomb, but the similarity ends there. After throwing you back first onto his shoulders, he kneels down into a back-breaker using his shoulder. He follows that up by tossing you face first into the ground in front of him. That leaves the opponent in the perfect range for any follow up you might be able to dream up (or even to escape if need be).

DARRIUS FATALITY

DARRIUS SPECIAL MOVES

Darrius's Tricky Blast is not idly named. It's a bit faster than it looks, and a bit larger than most projectiles. Sure, it's easy enough to duck under. However, it's also great for knocking jumpers out of the air. Otherwise, use this frequently in the standard chip and zone tactic.

The Twisty Kick hits high, but offers good range. It has excellent knockdown distance, but be careful not to overuse it. A savvy enemy will easily duck under it after too many repititions and pay you back in full.

You'll find yourself using the Chest Cruncher often. It has a quick startup time and begins as a sidestep. Use it to avoid projectiles and make your enemy regret the thought of tossing another one at you.

Target Practice is almost exactly like the Chest Cruncher, but without the sidestep delay. It's useful for a quick attack out of nowhere and, like the Chest Cruncher, has an instant knockdown effect. Remember, an opponent who can't stand is an opponent who can't fight.

STRATEGY FOR DARRIUS

Darrius is one of the few close range fighters in the game. He excels at getting in close and staying there. Most fighters are very range-oriented in their game plan, but Darrius differs in that respect. If you like characters that get in close and mix it up, Darrius is your choice.

Shinto Ryu is Darrius' most effective stance. The Leaning Elbow is a quick strike that hits at mid-level and knocks foes away. Use it to corner and range your opponent for a follow-up. The Skull Chop is a good juggle starter that, when combined with close up attacks, offers dominant results. It can also combo into itself. Shinto Stealth is a fast combo that causes both players to leave the ground. So, if you fail to complete the move, you'll land next to your enemy ready to catch them in a throw. If, on the other hand, you complete the combo, a fast forward step brings you right next to them, so be wary of quick reprisals and counter them if you manage to evade. Shinto Claws should be used when you want to switch into Leopard stance and begin a run away game.

Use Darrius' Leopard Style to use a run away style and pull back. In a close fight, if you're ahead with time running out, use the Double Palm when an opponent gets in close. It's also useful for a quick ring out to steal the round. The Upward Jackjammer is another move that offers keep away options for victory. It's very useful for switching sides and cornering your foe if they've backed you into a corner. Use Stalking Eyes to ring out your foe in style and Pouncing Paws to start a juggle and gain positional advantage over your opponent. If need be, switch stances with Keep It Cool. However, with Darrius' power in close, the Leopard style should mainly be used when you decide to start playing the clock.

Gauntlets, Darrius' third stance, is useful—to an extent. It's mainly used for Upwards Hand Blade and Chest Pain Elbow. These attacks pop your opponent into the air faster than almost any other attack in the game. This is the juggle style of choice. Don't neglect the Sweeping Gauntlet. It's a good move to surprise your adversay and gain the upper hand.

PARRIUS COMBOS

COMBO 1

Gauntlet Style, 3 Hits, 17 Damage

COMBO 2

Shinto Kyu Style, 3 Hits, 17 Damage

COMBO 3

Shinto Kyu Style, 3 Hits, 20 Damage

COMBO 4

Shinto Kyu Style, 3 Hits, 19 Damage

COMBO 5

Shinto Kyu Style, 4 Hits, 19 Damage

COMBO 6

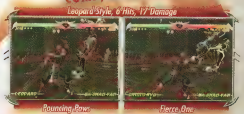
Leopard Style, 5 Hits, 13 Damage

COMBO 7

Leopard Style, 5 Hits, 15 Damage

COMBO 8

Leopard Style, 6 Hits, 17 Damage



COMBO 9

Shinto Kyu Style, 6 Hits, 23 Damage

COMBO 10

Leopard Style, 7 Hits, 15 Damage

PARRIUS

ERMAC

HUA GHUAN

NAME	COMMAND	DAMAGE	NOTES
Thigh Punch	◻	8	
Long Arm Fist	◻ + ◻	15	Knockdown
Razor Hand	◻ + ◻	3	
Fast Hammer Strike	◻	4	
Hammer Fist Uppercut	◻ + ◻	13	Uppercut
Soaring Edge Hand	◻	11	Knockdown
Low Mule Kick	◻ + ◻	4	
Foot Plant	◻	12	Knockdown
Creeping Leg	◻ + ◻	4	
Chop Shop	◻, ◻	4,3	
Blender Fists	◻, ◻, ◻	4,3,2	
Face Chop	◻ + ◻, ◻	15,8	Knockdown
Chop Em Up	◻, ◻, ◻	4,3,4	
Face Plant	◻, ◻ + ◻	4,7	Launcher
Swift Like The Wind	◻, ◻, Stance Change	4,3,3	Launcher

ERMAC FATALITY

ERMAC THROW

Ermac's throw is a great way to gain an advantageous position. After spinning his opponent around and looping an arm around their neck, he clubs them in the chest with a forearm, causing them to bounce and slide across a third to the screen. That happens to be the perfect range to set them up for any of his specials. If done in the corner, it also gains a small combo opportunity.

CHOY LEE FUT

NAME	COMMAND	DAMAGE	NOTES
Tiger Claws	1	5	
Sloping Ridgehand	1 + 3	9	Knockdown
Deadly Palm	2 + 3	8	Knockdown
Kneecap Strike	1 + 3	3	
Dual Rising Ridgehand	23	7	Knockdown
Ridged Knife Chop	2 + 23	5	Launcher
Grasping Uppercut	1 + 23	13	Uppercut
Twin Ox	13	7	
Twin Fingers	2 + 13	9	
Choy Lay Foot	1 + 3	3	
Snapping Sidekick	3	7	
Dragon's Tail	2 + 3	5	Knockdown
Sneak Attack	2 + 1	5	
Whirling Demon	1 + 3	4	
Nitro Strikes	1, 1	5,4	
Strong Ox	1, 1, 13	5,4,4	
Strong Mule	1, 1 + 3	5,4	Launcher
Bloody Master	1, 13, 3	5,4,4	Knockdown
Grasping Fingers	1, 13, 23	5,4,4	
Carving the Way	1, 13, 2 + 3	5,4,3	Launcher
Choy Lay Power	1, 13, 23, Stance Change	5,4,4,4,3,2	Knockdown

AXE

NAME	COMMAND	DAMAGE	NOTES
Overhead Slice	1	12	
Whirling Blade	2 + 3	7,5,3	Knockdown
Sideways Cut	2 + 3	13	Knockdown
Power Jab	1 + 3	3	
Horizontal Slash	23	12	
Windy Axe	2 + 23	7	Launcher
Slice You In Two	1 + 23	10	Launcher
Unresting Axe	1 + 23	15	Uppercut
Stomach Mash	13	11	
Low Slasher	2 + 13	7	
Pelvis Cut	1 + 13	13	Knockdown
Foot Slice	1 + 13	4	
Quick Fist	23	4	
Ankle Slicer	1 + 3	3	
Slice and Attack	1, 13	12,5	
Mystic Rush	1, 13, 23	12,5,2	
Beat Down	1, 13, 13, 13	12,5,2,2	
Into the Shadows	1, 13, 13, 13, 23	12,5,2,2,1	

ERMAC SPECIAL MOVES

A move that isn't useful unless it's planned properly, Mystic Float goes nowhere but up. You can't move anywhere with it and, if you stall too long, Ermac returns to earth. The move is only a setup for the Mystic Bomb and the Dive Kick.

The Mystic Bomb is unblockable and hits anywhere on the screen. Ermac drops out of the Mystic Float and straight into the floor, crashing back to the ground shaking the entire area. Plan carefully and it will find a way into your battles.

While in Mystic Float, there are three options: 1) Stall until it ends, 2) Mystic Bomb or 3) Dive Kick. The Dive Kick is a great move to prevent people from taking advantage of the "free damage!" neon sign that Mystic Float places on your chest. Use it whenever they close in to hurt you. It's also an option that allows you to return to the field faster than waiting for the stall and much less painful than a boot to the head.

Telekinetic Throw is a great way to initiate a position game with your adversary. If you're aware of your environment, use Telekinetic Throw to place your foe in range for another set up. Just remember that it only connects from about half a screen away or less. If the opponent is out of range, Ermac will pose but do nothing else.

Ermac's Hado-energy is a small projectile that has a wave pattern as it heads toward the opponent (it hits between high and mid range). It moves rather slowly, so ducking under it is a viable option. However, it poses problems for those wishing to jump over it. An ill-timed jump can spell doom since the wave pattern can catch an unwary jumper.

Ermac's signature move, the Telekinetic Slam, is animated like Kenshi's, but Ermac is better able to juggle off of it. It's especially useful after your opponent jumps in from a distance, making it a snap to "catch" them as they land. Combined with Telekinetic Throw, this move makes Ermac at keeping his enemies at a distance and off balance.

ERMAC COMBOS

COMBO 1

Choy Lee Fut Style, 4 Hits, 15 Damage

COMBO 2

Hua Chuan Style, 5 Hits, 19 Damage

COMBO 3

Axe Style, 5 Hits, 31 Damage

STRATEGY FOR ERMAC

Of all the combatants, Ermac relies on positioning to win. Use his moves to gain the correct range to begin an attack or delay an opponent long enough to retreat and begin another attack. With Ermac, you must know how to juggle, and juggle well, to win. He's one of the easier characters to learn to juggle with, so keep your opponents bouncing and keep Ermac happy.

Knowing Ermac's range is great and is a much easier way to win, but he can also hold his own in close combat. Hua Chuan style has several notable moves in the (hopefully) rare instance where you're drawn into a brawl. Long Arm Fist is an excellent stand-alone move to deal a quick hit and deliver high damage—and a knockdown. If you use it in a combo, the damage is reduced by half, so keep this in mind. If you're drawn into a close quarters fight, use Face Plant to launch your opponent and (a) get out of range and use Ermac's telekinetic powers or (b) juggle. Either way, you'll end up in a better position. If the Hua Chuan stance isn't cutting it, use Swift Like the Wind to switch to the Choy Lee Fut style.

The Choy Lee Fut stance is Ermac's "money" style. This has a ton of launchers, so go nuts. Ermac loves to juggle, so this style is perfectly suited to him. If you need a fast pop up, toss a Ridged Knife Chop in there. It's a single fast hit that tosses an enemy into the air offering a perfect juggle chance. Strong Mule is a fast two-hit option that is another good launcher. Yet another launch option is Carving the Way, a three-hit move leading into an attack of your choice. If, for some reason, you feel compelled to leave this stance, use Choy Lay Power to use the four-button combo that translates into six hits and ends in the Axe stance.

The powerful Axe style is a bit slower than Choy Lee Fut, but a nice option. Whirling Blade teaches your opponent to be wary, lest it connect for its full three hits ending in a knockdown. The Windy Axe tosses your adversary into the perfect range for a Telekinetic Slam—and massive damage. Use Into the Shadows after a successful launch for a nice five-hit combo. If you're forced to fight in close, use Choy Lee Fut, but if you have the chance to fight in Ermac's comfort zone (a half screen away), stay in Axe.

COMBO 4

Choy Lee Fut Style, 6 Hits, 17 Damage

Ridged Knife Chop | Telekinetic Slam | Ridged Knife Chop | Bloody Master

COMBO 5

Hua Chuan Style, 7 Hits, 29 Damage

Swift Like The Wind | Telekinetic Slam | Ridged Knife Chop | Telekinetic Throw

COMBO 6

Axe Style, 8 Hits, 28 Damage

Slice You In Two | Unresting Axe | Telekinetic Slam | Whirling Blade

COMBO 7

Axe Style, 7 Hits, 29 Damage

Slice You In Two | Unresting Axe | Telekinetic Slam | Into The Shadows

COMBO 8

Choy Lee Fut Style, 8 Hits, 20 Damage

Ridged Knife Chop | Telekinetic Slam | Ridged Knife Chop | Choy Leg Power

COMBO 9

Axe Style, 8 Hits, 26 Damage

Slice You In Two | Slice You In Two | Telekinetic Slam | Into The Shadows

COMBO 10

Hua Chuan Style, 9 Hits, 24 Damage

Swift Like The Wind | Telekinetic Slam | Choy Leg Power

SNAKE

NAME	COMMAND	DAMAGE	NOTES
Bai She Tu Xin	1	6	
Cross Fang	2 + 3	13	
Low Palm	1 + 4	4	
Viper Strike	4	8	
Gut Buster	2 + 4	13	Knockdown
Twin Fang Uppercut	1 + 4	13	Uppercut
Qing She Chu Dong	1 + 4	19	Knockdown
High Snapkick	3	12	
Low Cobra Kick	1 + 3	5	
Mid Kick	3	7	
Quick Low Kick	1 + 3	4	
Eagle Pecking	2 + 3	14	Knockdown
Twisting Python	3, 3	8,4	
Spiritual Snake Tail	4, 3	8,5	Knockdown
Blinding Strike	4, 2 + 3	8,11	
Soul Catcher	4, 2 + 3	8,10	Knockdown
Serpent Touch	3, 2 + 4	7,10	Knockdown
Thrusting Fang	1, 1, 1	6,4,3	
Rattlesnake	1, 1, 1	6,4,6	Knockdown
Hissing Strikes	1, 1, 4, 3	6,4,5,3	Knockdown
Poisonous Snake	1, 1, 4, 4	6,4,5,2	
Poisonous Palm	1, 1, 4, 4, 2 + 4	6,4,5,2,4	
Lethal Venom	1, 1, 4, 2 + 4	6,4,5,8	Knockdown
Snake Eyes	1, 1, 4, 2 + 1	6,4,5,6	
Cobra Revenge	1, 1, 4, 2 + 4	6,4,4,5	Knockdown
Hissing Fangs	4, 4, Stance Change	8,4,3	Knockdown
Snake Tang	1, 1, 4, Stance Change	6,4,5,8	Knockdown
Overrun	1, 1, 4, 4, Stance Change	6,5,4,2,2	

TANG SOO DO

NAME	COMMAND	DAMAGE	NOTES
Open Palm	1	6	
Knee Chop	2 + 3	3	
Downward Elbow	4 + 3	14	
Forward Open Palm	2	7	
Hard Fist	4 + 2	14	Knockdown
Uppercut	1 + 2	13	Uppercut
Front Ball Kick	3	12	Knockdown
Low Parallel Kick	1 + 3	3	
Inside Crescent Kick	4 + 3	12	Knockdown
Spinning Sidekick	4 + 3	18	Knockdown
Sweeping Knife Hook	1	6	Knockdown
Low Foot Strike	1 + 3	5	
Face Breaker	2, 2	7,2	
Path Maker	3, 3	8,2	
Nightfall	4 + 2, 3	14,7	Knockdown
Rushing Palm	1, 1, 1	6,2,1	
Rotting Stench	2, 2, 1	7,6,2	Knockdown
Walking Dead	4 + 1, 1, 3	14,5,4	Knockdown
Death Wind	1, 1, 2, 2	8,2,4,1	
Hell Bringer	1, 1, 2, 4 + 2	8,2,4,5	Knockdown
Internal Power	1, 1, 1, 1	8,2,3,1	
Decaying Guard	1, 1, 2, 1, 3	8,2,4,2,0	
Chaos Master	1, 1, 2, Stance Change	6,2,4,3	Launcher

MORNING STAR

NAME	COMMAND	DAMAGE	NOTES
Iron Swing	1	13	
Knock-down	4 + 1	9	Knockdown
Stomach Crunch	4 + 1	12	
Low Punch	3 + 1	7	
Finger Jab	2	3	
Uplifting Mace	4 + 2	10	Launcher
Upward Mace	1 + 2	15	Uppercut
Downwards Spike	3	9	Launcher
Spikes to the Thighs	1 + 3	7	Knockdown
Two Handed Swing	4 + 3	15	Knockdown
Toe Bash	1 + 3	7	
Hip Takeout	3	11	
Rib Slap	4 + 3	13	Knockdown
Shin Swipe	1 + 3	5	
Basic Steps	2, 2	3,2	
Fast Fists	2, 2, 2	3,2,2	

HAVIK

HAVIK THROW

Havik has an excellent throw. He spins them around, plants a foot on the backs of their knees, and axe kicks them. That's only where the fun begins, however. After the axe kick occurs, the enemy's hurled about head high, allowing for all sorts of juggle possibilities in a corner.

HAVIK SPECIAL MOVES

Havik's Torso Spin turns him into a whirling mass of arms, all intent on doing the full three hits on his adversary. It's a tricky move because it increases the area he fills. This usually means that he would be hit more easily, but whoever's foolish enough to toss and arm or leg out there soon learns that while Havik keeps throwing attacks as he moves forward.

This is a move reminiscent of a past Mortal Kombat character: Reptile in ***Mortal Kombat 4***. The Diving Corpse is perfect for sliding under fireballs and gaining ground quickly. Not only can you avoid projectiles, but you also knock your opponent into the air and switch sides, gaining the positional advantage. Use it well and you shall reign supreme.

Havik's projectile is an odd move for an already tricky character. He throws the Crackling Legs Projectile quite low to the ground, but parallel to the floor, so there's no fear in it vanishing. When it connects, it knocks the opponent to their knees and stuns them slightly as they get up. The stun factor's the one deciding element of this attack that makes it interesting enough to incorporate into your game.

The Head Snap hurts you and leaves the opponent untouched. If you want a taunt that's really flashy, but makes you pay for bringing it out, go ahead and use it. However, try not to use it unless you KNOW that victory is in the bag (which it never is).

Another taunt that inflicts damage to Havik, the Corpse Taunt should only be used if your life bar is so full that it instills a moment of mercy into your thoughts, forcing you to balance the odds a bit.

STRATEGY FOR HAVIK

Havik takes some getting used to. The Diving Corpse allows him to get inside nearly at will and retain the positional advantage. Once Havik's in close, use the Torso Spin to remain there and knock the opponent's life bar down a bit. Learn his stances and learn them well. Master the toe-to-toe concept and never lay off the enemy. The key to winning with Havik is to take your opponent by surprise and stick to them like glue. Rely on his throw to start juggles and keep up the pressure.

Havik's Snake style is suited for the close up fighting that he's made for. The Hissing Strike is a fast combo that knocks your opponent down and allows you to close the distance (possibly adding some combo damage once they wake up). Use the Hissing Fangs to transition into the Tang Soo Do stance; it also puts you in range for a Torso Spin as a bonus. If the opponent is near the edge at any time, the Snake Tang is an easy ring out—use it.

When in the Tang Soo Do stance, keep the Spinning Sidekick in your mind at all times. It's a good ring out maneuver, has high damage and is great to jockey for position after the foe's knocked down. Use it as a poke in addition to the ring out. The Decaying Guard's another combo that knocks the enemy down and offers positional opportunities for your next attack. If you decide to switch styles, use the Chaos Master to whip into the Morning Star stance. It's also a good juggle starter, so take advantage of all its options.

Use the Uplifting Mace as a juggle starter in the Morning Star stance. It can be used to combo into itself up to three times. Be sure to position yourself between hits if you commit to this combo, since it places the enemy a bit too far away for an automatic pop up. The Downwards Spike can be used like the Uplifting Mace, but it's easier to get a combo off. It's also one of Havik's few moves that lead into a juggle. If you need to switch tactics and get away from your opponent, go for the Rib Slap. It sends your adversary sliding across the floor (about a half screen) and is a fantastic ring out move.

HAOTIK COMBOS

COMBO 1

Morning Star Style, 3 Hits, 23 Damage

COMBO 2

Morning Star Style, 4 Hits, 21 Damage

COMBO 3

Morning Star Style, 3 Hits, 21 Damage

COMBO 4

Snake Style, 5 Hits, 24 Damage

COMBO 5

Snake Style, 5 Hits, 26 Damage

COMBO 6

Morning Star Style, 6 Hits, 25 Damage

COMBO 7

Tang Soo Do Style, 8 Hits, 20 Damage

COMBO 8

Snake Style, 6 Hits, 28 Damage

COMBO 9

Tang Soo Do Style, 6 Hits, 27 Damage

COMBO 10

Tang Soo Do Style, 8 Hits, 21 Damage

HOTARU

BA SHAN FAN

NAME	COMMAND	DAMAGE	NOTES
Backfist	◻	10	
Smashing Fist	◻ + ◻	11	Launcher
Low Punch	◻ + ◻	4	
Chest Backfist	◻	9	
Smashing Elbow	◻ + ◻	18	Knockdown
Power Punch	◻ + ◻	14	Knockdown
Rising Fist	◻ + ◻	13	Uppercut
Stomach Kick	◻	13	
Shun Pain	◻ + ◻	9	
Twisting Low Kick	◻ + ◻	6	
Front Kick	◻	18	
Creeping Kick	◻ + ◻	4	
Double Backfist	◻, ◻	9,7	
Bashing Skulls	◻, ◻ + ◻	9,8	Launcher
Crencher	◻, ◻	10,13	
Leg Bash	◻, ◻ + ◻	10,9	
Launching Bash	◻, ◻, Stance Change	9,7,5	Launcher

PI GUA

NAME	COMMAND	DAMAGE	NOTES
Ridge Hand	3	13	Knockdown
Knife Hand Chop	2 + 3	9	Launcher
Swing Chop	1 + 3	10,5	
Low Knife Hand Chop	1 + 3	3	
Spear Hand Strike	4	10	
Wing Chop	2 + 4	12	Knockdown
Spear Hand Sweep	2 + 4	7	Knockdown
Sharp Uppercut	1 + 4	13	Uppercut
Stepping Heel Kick	1	12	Knockdown
Low Shin Kick	2 + 1	7	
Pointy Toe Strike	1 + 4	3	
Power Heel Kick	2	13	Knockdown
Low Spin Kick	1 + 2	4	
Falling Tree	4, 4, 4	10,7,7	Knockdown
Rushing Ridgehand	4, 4, 3	10,7,5	Knockdown
Good Order	4, 4, 4	10,7,7	Knockdown
Slicing Hands	4, 2 + 3	10,7	Launcher
Rain from Above	4, 4, 1 + 3	10,7,5,3	
Spinning Out of Kontrol	4, 4, Stance Change	10,7,3,3	Knockdown

NAGINATA

NAME	COMMAND	DAMAGE	NOTES
Face Cutter	3	9	
Raging Uproar	2 + 3	8	Launcher
Blunt End	1 + 3	3	
Stomach Slash	4	6	
Leg Takeout	2 + 4	7	Knockdown
Razor Spin	1 + 4	13	Knockdown
Diamond Cutter	1 + 4	15	Launcher
Face Poker	3	15	
Long Hilt	2 + 3	3	
Hot End	1 + 3	4	
Shin Splitter	1 + 3	5	
Power Kick	2	7	Knockdown
Cartwheel Pain	2 + 3	5,5	Knockdown
Sharp End	1 + 3	4	
Royal Guard	3, 2 + 3	9,4	Launcher
Samurai Spirit	3, 3	9,5	
7th Death Dealer	3, 3, 3	9,5,4	Knockdown
Honor Guard	3, 3, 1 + 3	957	Knockdown
Demonic Warrior	3, 3, 2 + 3	9,5,3,3	Knockdown

HOTARU

HOTARU SPECIAL MOVES

Hotaru's Grasshopper is a bit slow to start up and telegraphs itself in time for your opponent to react. If it's done too far away, the time during the miss animation can lead to disaster. Beware when you try to do it again; a smart player will anticipate it and react by nailing you to the wall. However, since the Grasshopper can be used after a Knife Hand Chop, it's great to catch your bouncing opponent in a juggle.

The Lava Burst is a different story altogether. It comes out at a steep 45-degree angle on a downward slope and explodes at your enemy's feet. The resultant pop up can definitely lead into a juggle. However, as with the Grasshopper, don't execute this move from too far away since the chance of missing increases. Nevertheless, it's fast and executes quickly, so tick away with it.

HOTARU THROW

Hotaru's Bouncer is very highly rated. After kneeing them in the back, then gut, he dubs them in the back, causing them to bounce nice and high, allowing you to test your juggle abilities. Become a throw fiend and juggle to win.

STRATEGY FOR HOTARU

Hotaru relies on two things for his offensive game: 1) closing in to do some close up fighting and 2) the Lava Burst for juggles. Avoid getting into a long-range fight, since he's powerless past the three quarter screen mark. Use the Grasshopper (judiciously) to close the distance and try to center the majority of your offense around the Lava Burst. Avoid using it in too close, however, as it may pass harmlessly through the enemy.

Hotaru's Ba Shan Fan style is perfect for setting up Lava Burst combos. His Smashing Fist is a fast, single-hit bounce that tosses an opponent into the Lava Burst and opens opponents up to juggles or more Smashing Fists. The Power Punch is a single-hit knockdown that leaves opponents in Lava Burst range. Even if it's blocked, the chip damage inevitably overwhelms enemies. Make foes pay for tiny mistakes with the Bashing Skulls; it's fast and perfect for retaliation. It's faster than most of Hotaru's move set and sets them up for the Lava Burst. Use Launching Rash to transition into the Pi Gua style and toss in a Lava Burst for good measure.

Master the Knife Hard Chop in the Pi Gua stance. Use it to launch your foe into a juggle or use it three times in rapid succession and, when the final hit connects, top it off with a Lava Burst. Slicing Hands is a little juggle that comes out quickly and places enemies within Lava range. Spinning Out of Kontrol is Hotaru's best ring out move in Pi Gua, but it finishes in the Naginata stance. If your opponent survived the onslaught, be prepared to rush them again and get in close once more.

The Naginata style is best used for fast poke attacks to keep the pressure on. The Raging Uproar can be repeated and, when your foe goes flying, leaves more than enough time for you to get in the most advantageous position available to continue the fight. The Diamond Cutter is a single-hit launcher that comes out fast and offers juggle opportunities. Use the Royal Guard to pop enemies up and begin juggles, or go for the ring out when they're close to a wall. Save the 7th Death Dealer for a decent ranged ring out or to set your adversary up for another Lava Burst.

HOTARU COMBOS

COMBO 1

Pi Gua Style, 3 Hits, 20 Damage

COMBO 2

Ba Shan Fan Style, 2 Hits, 24 Damage

COMBO 3

Pi Gua Style, 3 Hits, 26 Damage

COMBO 4

Ba Shan Fan Style, 3 Hits, 27 Damage

COMBO 5

Pi Gua Style, 3 Hits, 33 Damage

COMBO 6

Hagnala Style, 3 Hits, 25 Damage

COMBO 7

Pi Gua Style, 3 Hits, 29 Damage

COMBO 8

Ba Shan Fan Style, 2 Hits, 36 Damage

COMBO 9

Ba Shan Fan Style, 3 Hits, 30 Damage

COMBO 10

Ba Shan Fan Style, 3 Hits, 30 Damage

HOTARU

JADE

FAN ZI

NAME	COMMAND	DAMAGE	NOTES
Movement Attack	1	11	
Power Fist	2 + 3	11	Knockdown
Leg Drop	4 + 3	5	
Chest Punch	2	11	
Double Palm Uppercut	4 + 2	13	Uppercut
Shoulder Cracker	3	12	Launcher
Mule Kick	4 + 3	6	
Thigh Buster	3	12	
Trampling Toe	2 + 4	9	
Spinning Kick	4 + 4	3	
Fan Zi Quan Fists	2, 2	11,7	
Novik Attack	2, 2, 2 + 3	11,7,6	Knockdown
You Can't Escape	2, 2, 4	11,7,6	
Hard Hands	2, 2, 1	11,7,6	
Stir It Up	3, 3, Stance Change	11,7,5	Launcher
Edenia Sister	2, 2, 3, Stance Change	11,7,6,4	
Evolution	2, 2, 3, Stance Change, 3, Stance Change, 2 + 3	11,7,8,4,4,2,1	Launcher
Staff of 8	2, 2, 3, Stance Change, 3, Stance Change, 3, 4 + 3	11,7,8,4,4,2,1,1	Launcher
Champion	2, 2, 3, Stance Change, 3, Stance Change, 3, 4 + 3	11,7,8,4,4,2,1,2	Knockdown

KUO SHOU

NAME	COMMAND	DAMAGE	NOTES
Stomach Smash	❸	13	
Razor Elbow	❷ + ❸	10	Launcher
Lower Claw Strike	❶ + ❸	3	
Chin Lifter	❷	11	Knockdown
Evil Uppercut	❷ + ❸	7	Launcher
Jackhammer	❶ + ❸	13	Knockdown
Steel Teeth Strike	❸	10	Knockdown
Creeping Kick	❶ + ❸	3	
Mid-Section Kick	❸	11	
Hi-Heels	❷ + ❸	8,8	Knockdown
Heel Tapper	❶ + ❸	5	
Turning Heels	❸, ❸	11,7	
Blinzing Staff	❸, ❸, Stance Change	11,7,4	
Loud Bang	❸, ❸, Stance Change, ❷ + ❸	11,7,4,2	Launcher
Krispy End	❸, ❸, Stance Change, ❸	11,7,4,3	Launcher
Angar	❸, ❸, Stance Change, ❸, ❸	11,7,4,3,2	Knockdown
Ouch	❸, ❸, Stance Change, ❸, ❶ + ❸	11,7,4,3,11	Launcher
Chin Poker	❸, ❸, Stance Change, ❸,❶+ ❸	11,7,4,3,1	Knockdown

BOJUTSU

NAME	COMMAND	DAMAGE	NOTES
Head Knocker	❸	11	
Crouching Upward Staff	❶ + ❸	7	
Twisting Hilt	❷	11	
Turning Pole	❷ + ❷	8	Launcher
Rising Long Pole	❶ + ❷	12	Launcher
Underarm Hilt Lift	❸	12	Knockdown
Amazon Power Strike	❶ + ❸	9	Launcher
Tricky Toe Strike	❷ + ❸	7	
Shin Smasher	❶ + ❸	7	
Mid-Section Reach	❸	12	
Dancing Face Poke	❶ + ❸	7	Knockdown
Long Low Ranged Hit	❶ + ❸	7	
Over The Top Head Hits	❸, ❸	11,8	
Feel The Wind	❷, ❸	11,8	
Rising Staff	❷, ❷ + ❷	11,6	Launcher
Raging Demon	❷, ❸, ❸	11,8,6	Knockdown
Green Warrior	❷, ❸, ❶ + ❸	11,8,8	Launcher
The Hunted	❷, ❸, ❶ + ❸	11,8,4	Knockdown
Chin Chopper	❷, ❸	11,9	Launcher

JADE THROW

Jade's throw won't lead into any combos, but it looks great. She grabs the enemy's hands, puts them together and falls to the floor, tossing them over her head and leaving them to bounce away shortly thereafter.

JADE FATALITY

JADE SPECIAL MOVES

Jade spins in place and vanishes into the wind, reappearing behind the opponent ready to attack. The Vanishing Winds is a perfect option when you're trapped in a corner and looking for an escape. It's also the perfect retaliatory maneuver. When an opponent uses a big special move that takes a while to finish, teleport behind them and make them pay for being so careless.

The Blazing Nitro Kick is Jade's best move for speed and the ability to hit ducking opponents. It's as fast as it is deadly, advancing you across the arena in seconds and can be used for getting next to your opponent while they're knocked down or in the air. It's also a great combo finisher with decent damage since it sends the opponent flying, giving you time to set up the next series of attacks.

Although you don't have the same control over the Razor-Rang as in past versions of the game, it still packs a punch and now has the ability to knock opponents out of the arena if they're close to the edge—a fair tradeoff. The Razor-Rang has an average speed and can compete in projectile battles.

Because of this one, simple move, Jade has the potential to be a consistent top contender. The Dodging Shadows move is a way to nullify all incoming projectiles. When Dodging Shadows is used correctly, projectiles pass through Jade as she dashes forward, leaving her prepared to trash the foe. By using it constantly, you'll train your enemy to stop using projectiles and to change their game plan radically. Characters like Baraka who only have two special moves (one of them being a projectile) can be in serious trouble when facing off against Jade.

STRATEGY FOR JADE

Overall, Jade's a great character choice. Her speed and agility make her great and her high damage creates combo chances that will hurt the enemy. Dodging Shadows shuts down all projectile-dependent characters and forces them to use new attacks. The Razor-Rang, combined with everything else, gives her brutal options. If she tosses a Razor-Rang after using Dodging Shadows, it's not a big deal. However, if you toss one while Dodging Shadows is active, it becomes a much deadlier prospect. Her Blazing Nitro Kick is a great way to surprise the enemy with its speed. Use Vanishing Winds when in trouble or just to confound the opponent.

Jade's first stance is Fan Zi, a great style in its own right. This is her most versatile stance since, with a single combo, she can transition into both other styles. Jade also has several launchers that put the opponent in the air, leaving them open to follow ups that leave you in the stance of choice. The problem with her Evolution, Staff of 8 and Champion is that they're not true combos. After the fourth hit in these chains, the opponent can block once again. It's better to stay with the shorter combos like Stir it Up and Hard Hands.

Kuo Shou is her second stance. It's a transitional stance, so you won't spend too much time in it unless you have a move or combo of preference. Ouch is a great way to start a combo and it can lead to other transitions and an advantageous situation for you. There are a decent amount of launchers and knockdowns in this stance, just choose the ones that you like and stick with them, mixing in a new move every now and then to throw off your opponent.

Bojutsu, Jade's final stance, offers the most options for high damage. Her Green Warrior is great for the quick 3-hit launcher that leads into itself for over 40% damage! It's one of the nastiest (and easiest) combos in the game—use it often.

JADE COMBOS

COMBO 1

Kao Shou Style, 7 Hits, 27 Damage

COMBO 2

Kao Shou Style, 8 Hits, 30 Damage

COMBO 3

Kao Shou Style, 8 Hits, 31 Damage

COMBO 4

Fan Zi Style, 8 Hits, 34 Damage

COMBO 5

Fan Zi Style, 6 Hits, 25 Damage

COMBO 6

Kao Shou Style, 9 Hits, 33 Damage

COMBO 7

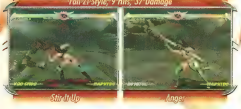
Fan Zi Style, 9 Hits, 36 Damage

COMBO 8

Fan Zi Style, 9 Hits, 37 Damage

COMBO 9

Fan Zi Style, 9 Hits, 37 Damage



COMBO 10

Kao Shou Style, 10 Hits, 32 Damage

SUN BIN

NAME	COMMAND	DAMAGE	NOTES
Small Frame Strike	1	5	
Twisting Hammer Fist	2 + 3	11	Knockdown
Golden Fist	1 + 3	3	
Digging Fingers	4	9	
Chest Opener	2 + 4	11	Knockdown
Awkward Uppercut	1 + 4	13	Uppercut
Large Frame Kick	3	8,6	
Small Frame Toe Kick	2 + 3	7	
Aged Heels	1 + 3	8	Launcher
Dangerous Feet	1 + 3	4	
Thunderous Chest Breaker	3	10	
Dusty Shin Kick	1 + 3	4	
Hidden Hands	3, 3	5,4	
Road to Victory	3, 3, 3	5,4,3	
Hidden Fists	3, 2 + 3	5,8	Knockdown
Linked Thrust Kick	3, 3, 3	5,4,5	Knockdown
Gathered Strength	3, 2 + 3	5,5	
Overhead Pain	3, 3, 3	8,6,1,1	Knockdown
The Art of War	3, 3	5,6,8	Launcher
Masked Psycho	3, 3, 4	5,4,5	
The Beast	3, 3, 1 + 3	5,4,4	Launcher
Psycho Machine	3, 3, 4, Stance Change	5,4,5,4	Knockdown

GOJU RYU

NAME	COMMAND	DAMAGE	NOTES
Shotei	❷	7	
Long Arm Palm	❷ + ❸	10	Knockdown
Elbow to the Knee	❶ + ❸	8	
Wind Cutter	❷	10	Launcher
Head Crusher	❷ + ❸	12	Knockdown
Monkey Uppercut	❶ + ❸	13	Uppercut
Chudan-Mae-Geri	❸	10	
Defensive Sidekick	❶ + ❸	10	
Spinning Trip	❶ + ❸	4	
Ankle Tapper	❷ + ❸	8	
Foot Smasher	❶	8,6	Knockdown
Scratching Heels	❶ + ❸	3	
Duel Shotei	❷, ❷	7,5	
No Escape	❸, ❷	7,7	Launcher
Head Twister	❷, ❸	7,7,5	Knockdown
Speed Monster	❸, ❸, Stance Change	7,5,5	

HOOKSWORDS

NAME	COMMAND	DAMAGE	NOTES
Chest Strike	❶	10	
Twisting Hook	❶ + ❸	7	
Shoulder Rip	❷ + ❸	5,12	Knockdown
Low Reverse Blow	❶ + ❸	4	
Power Hook	❷	9	
Twin Overhead Strike	❷ + ❸	11	Launcher
Chin and Nick Slice	❶ + ❸	7,9	
One Hook Sweep	❶ + ❸	4	
Spinning Sidekick	❸	7	
Leg Hooks	❶ + ❸	7	Knockdown
Leg Tripper	❷ + ❸	5	Knockdown
Scissors Swipe	❶ + ❸	6	
Double Axe Kick	❸	4,5	
Upward Cross Strike	❶ + ❸	5	
Shin Strike	❷ + ❸	5	
Razor Moon	❸, ❸	10,7	
Strength and Balance	❸, ❸, ❸	10,7,5	
Furious Edges	❷, ❸	9,7	
Blazing Fury	❷, ❸, ❸	9,7,2	Launcher
Unholy Strength	❸, ❸, ❸	10,7,2,3	
Hooksword Pain	❸, ❸, ❸, Stance Change	10,7,2,3,3	Knockdown
Shady Blows	❸, ❸, ❷ + ❸	10,7,3,6	Knockdown

KABAL THROW

Kabal's throw reinforces the whole zoning game that he plays. After turning enemies around and kneeing them in the back, Kabal tosses them behind him about half a screen away. Use his throw to cut off the ring from your opponent and keep them at the right distance for a Plasma Burst or a Raging Flash to prevent them from moving away from the wall.

KABAL FATALITY

KABAL

KABAL SPECIAL MODES

Kabal has great juggle abilities, excellent mobility and, unfortunately, a glaring weakness that isn't immediately apparent until it happens. The weakness occurs when using Raging Flash. Many players' first instinct would be to use this move because it freezes your opponent for a few seconds, leaving them open to a combo. Don't do this. If blocked, Raging Flash leaves you totally exposed. It's an excellent move, true, but only in moderation. Used properly, the Raging Flash can be your key to victory; when used poorly, you hand that key to your adversary. The best time to use it is when countering your opponent's jump in, or to juggle them.

The Plasma Blast is Kabal's projectile. It's fast enough to be effective in a missile trade and has a short startup, so use it to your heart's content to pin your enemy to the wall.

Useful from a half screen away, or less, the Nomad Touch draws Kabal's foe into him causing a collision of bodies. Use it when your enemy is standing still, waiting for you to attack, or to draw them toward a corner when you back's to the wall. After the characters slam into one another, reposition yourself for a quick juggle or Plasma Burst.

STRATEGY FOR KABAL

This game is all about position. That said, Kabal illustrates this, but not as well as others. However, with proper positioning, Kabal can still pull off a ring out victory. Calculated switches between his styles and choice of tactics is required. Once you learn to utilize his moves wisely, you'll succeed in overpowering your opponent and bringing the win home.

The Goju Kyu stance is what you want to throw a little variety into your game plan and put your opponent off balance. Use launch combos to juggle them into the wall. Force them into the air for a quick Raging Flash counter. Note that though they're spinning in the air, they retain the same properties as if they were grounded, so hit them quick (try No Escape) to toss them back into the air and juggle into a corner. Maintain good ring awareness and make ringing your enemy out your goal. Don't forget to toss in a Speed Monster; it's a great combo if you need to transition into Hookswords.

Mastering the endgame relies on the proper use of the Sun Bin style. It has Kabal's best ring out combo: the Psycho Machine. Switch to Sun Bin when you're ready to try for a ring out and snatch a victory. If your enemy gives you trouble, unleash The Beast and juggle them into the direction you need them to go.

You'll most likely end up spending the most time in the Hookswords stance. Use the Chin and Nick Slice to drive your foe back for some breathing room. Use it often, because there's a short startup and it inflicts two quick hits. Follow up with a Plasma Blast for a bit of block damage. Don't follow the Chin and Nick Slice with Raging Flash, however, because a solid block leaves you vulnerable. Use the Chin and Nick Slice to keep them at bay as you sidestep, position them into a corner and steal a ring out win!

KABAL COMBOS

COMBO 1

Sun Bin Style, 4 Hits, 24 Damage

COMBO 2

Hookswords Style, 6 Hits, 31 Damage

COMBO 3

Sun Bin Style, 4 Hits, 24 Damage

COMBO 4

Sun Bin Style, 5 Hits, 23 Damage

COMBO 5

Goju Kyu Style, 5 Hits, 25 Damage

COMBO 6

Sun Bin Style, 5 Hits, 27 Damage

COMBO 7

Goju Kyu Style, 7 Hits, 29 Damage

COMBO 8

Sun Bin Style, 4 Hits, 23 Damage

COMBO 9

Goju Kyu Style, 6 Hits, 33 Damage

COMBO 10

Sun Bin Style, 8 Hits, 38 Damage

Tai Chi

NAME	COMMAND	DAMAGE	NOTES
Mid Palm Strike	❶	7	
Rising Spade Hand	▭ + ❶	11	Launcher
Pushing Hands	▭ + ❸	13	Knockdown
Fist Strike	❶ + ❶	4	
Chopping Strike	❷	6	
Quick Uppercut	▭ + ❷	14	
Rising Uppercut	❶ + ❷	13	Uppercut
Straight Kick	❸	9	
Low Lean Kick	❶ + ❸	5	
Spinning Roundhouse	❹	10	Knockdown
Low Spin Kick	❶ + ❹	4	
Standing Sweep	▭ + ❹	7	Knockdown
Empty and Full	❷, ❶	7,3	
Blind Justice	▭ + ❷, ❸	14,7	Knockdown
Play by Ear	❷, ❷, ❷	6,4,2	
Dark Fists	❷, ❷, ❷, ❶, ❸	6,4,2,2,1	
Fading Light	❷, ❷, ❷, ▭ + ❶	6,4,2,4	Launcher
Blind Man Owning	❷, ❷, ❷, Stance Change, ❷, ▭ + ❷	6,4,2,2,1,1	Launcher
I Can Hear You	❷, ❷, ❷, Stance Change, ❷, ❶	6,4,2,2,1,2	
Yeah!	❷, ❷, ❷, Stance Change, ❷, Stance Change, ❷, ❷, ❷	6,5,2,2,1,2,1,1,1	

JUDO

NAME	COMMAND	DAMAGE	NOTES
Suplex	B	3,3	Throw
Thrusting Palms	D + B	10	
Low Palm Fist	F + B	4	
Leg Trap Throw	F	3,3	Throw
Standing Uppercut	D + F	7	Launcher
Uppercut	F + F	13	Uppercut
Back Kick	F	11	
Backwards Shin Kick	D + B	4	
Low Sweep	F + B	5	
Side Snap Kick	F	5	
Wheel Kick	D + B	11	Knockdown
Low Kick	F + B	5	
Groundwork	F, F, B	5,4,6	
Shinny Kicks	F, F	5,4	
Metal Fury	F, F, D + B	5,4,4	Launcher
Bloody Blade	F, F, Stance Change, F, B	5,4,6,4,3	Knockdown
Turning Death	F, F, Stance Change, F, B	5,4,6,4,5	Knockdown
Blind Swordsman	F, F, Stance Change, F, F, B	5,4,6,4,3,2	

KATANA

NAME	COMMAND	DAMAGE	NOTES
Gut Slice	B	7	
Downward Slash	F + B	4	
Chin Slicer	F	11	
Rising Edge	F + F	7	Launcher
Swift Uppercut	F + F	15	Launcher
Painful Swing	B	8	
Leg Cutter	D + B	7	Knockdown
Piercing Blade	F + B	3	
Twisting Edge	F	12	
Sweeping Blade	F + F	3	
Day Break	F, F	11,7	
Legacy of Steel	F, F, B	11,7,5	Knockdown
Mad Dog	F, F, B	11,7,6	
Silent Slice	B, B	8,4	
War Path	F, F, B, B	11,7,6,4	
Feel the Steel	F, F, B	11,7,9	Knockdown

KENSHI

KENSHI THROW

Kenshi's throw is a good way to range your opponent. He grabs them from the front, slips behind them, loops an arm around the neck and lower leg, and does a reverse power slam. There are no combo possibilities off of this throw.

KENSHI SPECIAL MOVES

Kenshi's Telekinetic Slam is a zoning move, nothing more. It connects from about 1/2 a screen away, does little damage, and is slow. What's good about it you ask? It's an excellent move to begin a nice juggle, has the ability to keep your opponent either far away or in close where you want them, and isn't too hard to catch a sleeping opponent unaware.

Kenshi's Telekinetic Toss connects from about 1/2 screen away and is a good way to put an opponent in their proper place. He "grabs" them with his mind, causing them to stagger back a few steps, as he heaves the unbalanced sap behind him at a high rate of speed. If your back is to the corner, use this to put them behind you, turn the tables on them by tossing them into the corner, and then play the range game. If they can't get out of your range, they are at your mercy.

Kenshi's Telekinetic Push hits yet again from about 1/2 screen away to about 2/3 screen distance, and it keeps the opponent off balance by not having a long execution time. This move is useful when your opponent is attempting to run out the clock, it can easily cause them to do a hasty jump, leading into a slam/juggle combo. Note, however, that it will not cause a ring-out. Useful in the range game and mind games, yes, but as a potential ring out move....no.

The Tele-flurry hits from a half screen distance. Kenshi is a very range-minded fighter. This move is a quick one-two punch leading into a kick. It's useful for causing some blocking damage, as well as staying out of your opponents attack range, while still pummeling them with hits of your own.

Kenshi's most useful move, however, is the Mind Warp. This teleports you directly beside your opponent and has a fast recovery time, leading into a punishing combo of your choice when done to counter an ill-timed projectile. Beware when using this too close to your opponent, as it goes nowhere when you are already next to your adversary.

STRATEGY FOR KENSHI

Kenshi, like Ermac, is another extreme example of a range-based fighter. Too far and none of his specials will hit. Too close and you nullify his specials as well. The key to using Kenshi effectively is combining his Mind Warp with specific stance specials to overpower any mistakes your foe might make. Learn to anticipate your opponent's moves and be ready with a quick Mind Warp to begin the pain. Also, learn to use him defensively as well, so that you can push them back after you successfully block or avoid their attacks.

If you are using the Tai Chi style, one of the easiest things to do after a successful Mind Warp is the Rising Spade Hand. This single hit attack comes out fast and pops them up and out into perfect juggle range, and is a great setup for a Telekinetic Slam. Another way to get them into Kenshi's preferred range is to use the Fading Light. It's a fast four hit that thrusts your opponent about 1/2 screen away when it is done, allowing you to reposition yourself for more special moves. If you find the Tai Chi style is not working for you, perform Yeah! This will switch you to his Katana stance in mid combo for you. Do this combo even if it does not hit, since it pushes the opponent back for a long distance.

Kenshi's Judo stance is mainly used for throws that will range your opponent for you without much effort on your part. The Suplex puts them at the perfect distance for a Telekinetic Slam or Telekinetic Toss should they attempt to draw in close to you after they get up. The Leg Trap Throw is excellent for setting up the distance needed to use the Tele-flurry to fend them off and keep them from closing in. If your opponent manages to close in after all, do the Metal Fury to juggle them back to your attack zone once more. For another good change up, use the Blind Swordsman to switch stances to the Katana style and push them away even further.

In Kenshi's Katana stance, he gains a long reach and a real advantage for keeping the opponent in his 1/2 to 2/3-screen attack distance. The Rising Edge is a swift popup move that is able to lead into a juggle or combo into itself for up to three hits. After the third hit, your opponent will land at a good setup distance for Kenshi's specials to connect. Use it for ring outs as well. The Swift uppercut is a good emergency move. It hits from far away and hurls opponents back with a single hit even further than the Rising Edge. The Swift Uppercut will likely become your preferred method of doing a ring out. If you are too far away to connect with a Swift Uppercut, then Feel the Steel is an alternative. The final hit of this move shaves the opponent back a good 2/3 screen away and is capable of a ring out.

KENSHI COMBOS

COMBO 1

Judo Style, 5 Hits, 18 Damage

COMBO 2

Tai Chi Style, 6 Hits, 24 Damage

COMBO 3

Kahana Style, 6 Hits, 29 Damage

COMBO 4

Tai Chi Style, 8 Hits, 23 Damage

COMBO 5

Tai Chi Style, 6 Hits, 24 Damage

COMBO 6

Tai Chi Style, 7 Hits, 23 Damage

COMBO 7

Tai Chi Style, 9 Hits, 28 Damage

COMBO 8

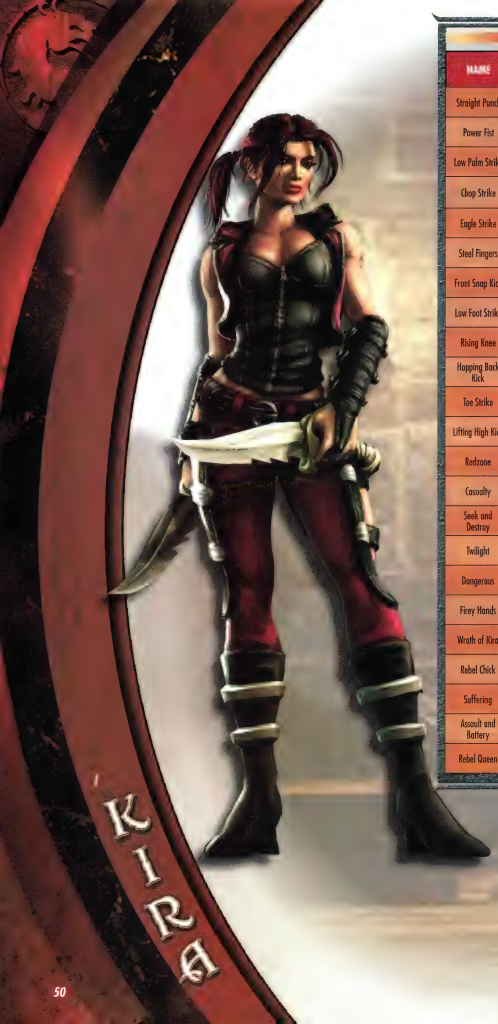
Tai Chi Style, 10 Hits, 28 Damage

COMBO 9

Tai Chi Style, 10 Hits, 22 Damage

COMBO 10

Tai Chi Style, 10 Hits, 28 Damage



KIRA

XING YI

NAME	COMMAND	DAMAGE	NOTES
Straight Punch	1	7	
Power Fist	2 + 3	8	Knockdown
Low Palm Strike	1 + 3	3	
Chop Strike	4	7	
Eagle Strike	1 + 4	13	Uppercut
Steel Fingers	2 + 4	7	Knockdown
Front Snap Kick	3	11	
Low Foot Strike	1 + 3	4	
Rising Knee	3	9	
Hopping Back Kick	2 + 3	11	Knockdown
Toe Strike	1 + 3	4	
Lifting High Kick	1 + 4	9	Launcher
Redzone	3, 4	9,5	Launcher
Casualty	3, 3	9,6	
Seek and Destroy	3, 3, 3, 3	7,2,5,4	
Twilight	3, 3, 4	7,2,5	Launcher
Dangerous	3, 3, 3	7,2,5	
Firey Hands	3, 3, 3 + 4	7,2,7	Launcher
Wrath of Kira	3, 3, 2 + 4	7,2,8	Knockdown
Rebel Chick	4, 2 + 3	7,6	Knockdown
Suffering	3, 3, 4, 2 + 3	7,2,5,3	Knockdown
Assault and Battery	3, 3, 3, 4	7,2,5,3	Launcher
Rebel Queen	3, 3, 3, Stance Change	7,2,5,4	Launcher

KENPO

NAME	COMMAND	DAMAGE	NOTES
Throat Chop	2	7	
Spinning Elbow	4 + 1	11	
Leaping Power Punch	3 + 1	16	Launcher
Low Knife Strike	3 + 1	4	
Shoulder Chop	2	9	Launcher
Upwards Uppercut	3 + 2	5	Launcher
Double Handed Push	4 + 2	13	Knockdown
Uppercut	3 + 2	13	Uppercut
Reverse Side Kick	3	8	
Spinning Trip	4 + 3	7	Knockdown
Knee	4 + 3	13	Launcher
Low Kick	3 + 3	5	
Axe Kick	3	9	Launcher
Scorpion's Tail	4 + 3	12	Uppercut
Creeping Kick	3 + 3	4	
Black Tiger	3, 3	7,8	
Leopard Paws	3, 3	7,8	
Bad Girl	3, 3, 3	7,6,3	
Tiger Strikes	3, 3, 3 + 3	7,8,5	Launcher
Black Dragon Special	3, 3, 3	7,8,4	Launcher
Red Beauty	3, 3, 3	7,8,4	Launcher
Leopard Legs	3, 3	8,4	
Into The Nite	3, 3, Stance Change, 4 + 3	7,8,4,3,1	Knockdown

DRAGON TEETH

NAME	COMMAND	DAMAGE	NOTES
Forward Chest Slashes	1	10	
Downward Circling Sword	4 + 1	9,7	
Low Upward Knife	3 + 1	3	
Rising Dragon Teeth	2	8	Launcher
Upward Circling Teeth	4 + 2	4,3	Knockdown
Uppercut	3 + 2	15	Uppercut
Frontal Stab	1	12	
Dragon Push	4 + 1	7	Knockdown
Tippy Toe Stab	3 + 1	15	
Low Tippy Kick	3 + 3	3	
Front Sidekick	3	10	
Spinning Dragon Kick	4 + 3	7	Knockdown
Low Spin Kick	3 + 3	4	
Dragon Tooth	1, 1	10,9	
Sharp Girl	1, 4 + 1	10,2	Knockdown
Snap Dragon Kicks	3, 3	10,2	
Black Dragon Tail	3, 3, 3	10,2,3	Knockdown
Hi-Octane	4 + 1, 4 + 2	9,7,2,2	Knockdown

KIRA SPECIAL MODES

Kira seems to have learned moves from both Sonya and Kano. She's mastered Kano's Black Dragon Ball, a knockdown move that you should use often. There's no telegraphing and no startup due given. This is Kira's surprise move. Be careful to avoid over using it and getting crushed for having it blocked.

Kira also acquired Sonya's Kiss of Death. It's a mid range attack and causes and instant stun effect when it connects. The Kiss of Death can also knock opponents down and offer ground combo opportunities. While it's an excellent combo starter, refrain from relying on it too heavily in this fashion, since it reduces the overall damage dealt by moves that follow it. Use it more to set up positioning by knocking a stunned fighter around the arena into the desired position.

Nightshade isn't the fastest projectile, but it's good for fending off opponents and keeping constant pressure on them while out of melee range. Follow it up with a Black Dragon Ball to surprise opponents.

KIRA THROWS

Kira's throw won't lead into any huge combos since both she and the unfortunate opponent recover from it simultaneously. Enemies wind up at sweep range and there's not much you can do unless you predict whether they'll stand straight up while rising.

STRATEGY FOR KIRA

Kira is a finesse character. Her moves allow her to get in close and slow opponents down enough to sneak in to start a prolonged attack. Use the Black Dragon Ball to advance quickly and knock opponents down. Nightshade is a good move from far away, since you can follow it in while the opponent is sidestepping or blocking it. Kira's Kiss of Death, however, is a move you'll use often to position yourself leading into an attack.

Kira's Xing Yi stance offers the chance to knock an enemy out of the ring—even when they think they're safe. Steel Fingers comes out fast and knocks enemies down, tossing them a good distance away with ring out potential. The Lifting High Kick is the perfect juggle starter. Follow it with the Kiss of Death if you're looking to push an opponent across the ring or against a wall. Only use Kiss of Death for positioning in a combo; it reduces whatever combo damage follows it by half. After hitting with a combo, add Fiery Hands into the mix that pushes opponents even farther. If enemies leave themselves open after missing a move, retaliate with Assault and Battery, a fast, low damage combo. It's the perfect counter.

Massive juggles and ring outs are easy to pull off in Kira's Kenpo stance. Her Leaping Power Punch is a superb juggle starter, but watch out for the timing. It bounces her opponent so high that a pause is required to combo into it. Use the Double Hand Push every time the opponent is near a wall or the edge of the ring. Once you hit with it, they tend to fly away. Kira's Tiger Knee inflicts high damage and offers easy combos and simple juggles. The Scorpion Tail is her best positioning move, period. If your back is to the wall, slip in a Scorpion Tail to swap positions with the opponent and put their back to the wall. Tiger Strikes, another good bounce move, shouldn't be left out. Use it when you feel you're over using other moves.

Quick pain and knock back, two traits of Kira's Dragon Teeth style. The Dragon Push is another of her solid ring out move. Use it whenever possible and make it your goal to put enemies to the wall throughout the entire fight. If an enemy misses a move, slap them with the Sharp Girl to push them a tad farther; every little bit helps. For fast, massive damage, Hi-Octane is the move of choice.

KIRA COMBOS

COMBO 1

Dragon Teeth Style, 4 Hits, 19 Damage

COMBO 2

Kenpo Style, 5 Hits, 24 Damage

COMBO 3

Kenpo Style, 5 Hits, 37 Damage

COMBO 4

Xing Yi Style, 6 Hits, 26 Damage

COMBO 5

Dragon Teeth Style, 6 Hits, 24 Damage

COMBO 6

Kenpo Style, 7 Hits, 29 Damage

COMBO 7

Xing Yi Style, 7 Hits, 25 Damage

COMBO 8

Xing Yi Style, 8 Hits, 25 Damage

COMBO 9

Kenpo Style, 6 Hits, 30 Damage

COMBO 10

Xing Yi Style, 9 Hits, 29 Damage

SHORIN RYU

NAME	COMMAND	DAMAGE	NOTES
Face Punch	1	5	
Side Elbow Strike	2 + 1	12	Knockdown
Lower Punch Attack	4 + 1	3	
Power Chest Strike	3	12	
Knife Hammer Strike	2 + 3	11	Launcher
Hammer Fist Uppercut	4 + 3	13	Uppercut
Front Thrust Kick	3	11	
Creeping Low Attack	4 + 3	3	
Shin Thrust	2 + 4	7	
Cutting Kick	4 + 3	12	Knockdown
Kising Axe Kick	3	8,8	Launcher
Low Kick	4 + 3	4	
Flip Kick	4 + 3	5	Launcher
Double Flip Kick	4 + 3, 4 + 3	5,5	Knockdown
Kobra Strikes	1, 1	5,3	
Bone Breaker	1, 3	5,9	
Peace Out	1, 3, 4 + 3	5,3,2	Knockdown
Strong Uppercut	3, Stance Change	12,8	Launcher
Cutting Hands	3, 1	12,5	
Big Blast	3, 3	12,8,8	Launcher
Renegade	3, 1, 3	12,5,9	
The Foot Sword	3, 3	11,7	
Deadly Venom	3, 3	12,11	
Phantom Feet	1, 1, 3	5,3,6	
Phantom Legs	2, 1, 3, 3	5,3,6,4	Knockdown
Trick Trip	1, 1, 3, Stance Chang	5,3,6,3	Knockdown
I'm the Best	1, 1, 3	5,3,4,4	
Kobra Kai	3, 3, 3	12,11,9	

KICKBOXING

NAME	COMMAND	DAMAGE	NOTES
Iron Fist	3	4	
Ducking Quick Jab	1 + 3	3	
Face Jab	2	8	
Chin Lifter	1 + 2	8	Launcher
Duel Fist Uppercut	1 + 2	13	Uppercut
Head Kick	3	8	
Thigh Kick	4 + 3	4	
Grounded Kick	1 + 3	4	
Heel Kick	3	9	Knockdown
Hooking Sweep	4 + 3	7	Knockdown
Shin Stomp	1 + 3	4	
Ring Out	3, 2	4,6	
Powerman	3, 3	4,6	
Face Smacker	3, 3, Stance Change	4,6,3	
The Champ	3, 1 + 3	4,4	Launcher
Killer Legs	3, 3	4,7	Launcher
Krazy Hands	3, 3, 2	4,6,4	
Krazy 8s	3, 2, 3, Stance Change	4,6,4,3,1,1	Knockdown
Left Right Hook	3, 4 + 2	4,9	Knockdown
Lightning Fast	2, 2, 3	8,8,4	Knockdown
Flurry Punches	3, 3, 4 + 2	8,7,6	Knockdown
Low High Thai Kicks	4 + 3, 3	4,8	Knockdown

KALI STICKS

NAME	COMMAND	DAMAGE	NOTES
Quick Stick	3	7	
Crushing Blow	4 + 3	7	
Over Head Bash	4 + 3	10	Launcher
Leg Hit	1 + 3	3	
Face Smack	2	10	
Duel Face Smack	4 + 2	5	Knockdown
Ducking Upward Poke	1 + 2	3	
Low Thigh Hit	3	6	
Triple Cross Attacks	4 + 3	6,3,3	Knockdown
Duel Over Head Bash	1 + 3	6,12	Knockdown
Tapping Stick	1 + 3	3	
Side Kick	3	7	
Spinning Trip Kick	4 + 3	5	Knockdown
Scissor Hit	1 + 3	3	
Blurry Sticks	3, 3	7,4	
Kobra Fangs	2, 3	10,8	
Take Out	2, 3, 3	10,8,4	
Channeling Power	3, 3, 1 + 3	7,4,3,8	Knockdown
Windy Pain	3, 3, 4 + 3	10,8,4,2,2	Knockdown
Hard Hitting	3, 3, 2	7,4,5	
Bruising Pain	3, 3, 3, 3	7,4,5,4	
Black and Blue	3, 3, 3, 3, 4 + 3	7,4,5,4,2,1,1	Knockdown

KOBRA THROW

Kobra's throw can be used to gain the upper hand in the position game. He knees them in the back, then the gut, and kicks them into the air. Before they land, back up and get ready to throw a High or Low Chi Blast to hit them as they wake up.

KOBRA FATALITY

KOBRA SPECIAL MOVES

The Windmill Kick is a mid to close range move to use to get in close and bounce them off the ground for a quick juggle. It comes out fast, inflicts light damage and pops them high enough for a combo with a second Windmill Kick. Avoid over using it though, retaliation can be brutal.

Kobra's Burning Fist is another good move. It's fast and offers ring out opportunities, but the opponent must be fairly close to going out for it to be successful.

One of the best overall moves, the Tele Punch, comes out with little warning and fast! It turns the enemy around, so good mix-ups are possible. Use it to soften up anyone who overuses projectile attacks, or those that you want to scare away from the projectile game.

Kobra's Chi Blast is a bit slow, but useful. It's best used to keep an opponent back and/or zoning them. The only drawback is its slow speed. Plan ahead and bombard the enemy with Chi Blasts before they know what you're up to. Mix it up with an occassional Tele Punch and take advantage of the mid range game.

The low version of the Chi Blast, the Crouching Chi Blast, should be used to catch an opponent off guard once they get used to dropping under the normal version. Mix this in to keep enemies honest.

STRATEGY FOR KOBRA

Kobra is all about finesse. However, he can also get in close and devastate an enemy. With several ways to juggle and a decent ring out combo, he's the full package.

Kobra's Shorin Ryu style should be a temporary choice with a few high points. The Slide Elbow Strike gives some distance and comes out quickly. Use it whenever your opponent is napping and set them up for more damage. The Strong Uppercut is a great juggle starter and even drops you into the Kickboxing stance. If you're looking for big damage, focus on the Big Blast. This quick three hit causes enough pain to make your opponent think twice. Finally, his Kobra Kai is useful as a poking combo that's perfect for stinging anyone testing your boundary.

One of the more useful styles, Kickboxing, offers a transition to the Kali Sticks with the Face Smacker. It's a quick three-hit combo that gives you some breathing space. However, there's more to the stance than just that. The Killer Legs combo is a good popup for any juggle and can be repeated for a four-hit combo and, potentially, a ring out. Finally, use Krazy 8's for a nice long-range combo that also transitions into the Kali Sticks.

You'll spend plenty of time in the Kali Sticks stance. His Dual Overhead Bash smacks them to the ground with ease. Three hits with this move can connect before they get bounced out of range. The Triple Cross Attacks is a superb way to play the defensive game. Pull out the move and watch the sticks blur, keeping enemies outside. Black and Blue is a "flash" combo, but it's nice and long, so your enemy may let go of block before it's entirely finished. It also advances a fair distance and knocks enemies down, so use it to gain ground when necessary.

KOBRA COMBOS

COMBO 1

Kickboxing Style, 4 Hits, 17 Damage

COMBO 2

Sharin Kyu Style, 4 Hits, 24 Damage

COMBO 3

Sharin Kyu Style, 4 Hits, 27 Damage

COMBO 4

Sharin Kyu Style, 5 Hits, 28 Damage

COMBO 5

Sharin Kyu Style, 6 Hits, 23 Damage

COMBO 6

Kan Sticks Style, 6 Hits, 26 Damage

COMBO 7

Sharin Kyu Style, 7 Hits, 29 Damage

COMBO 8

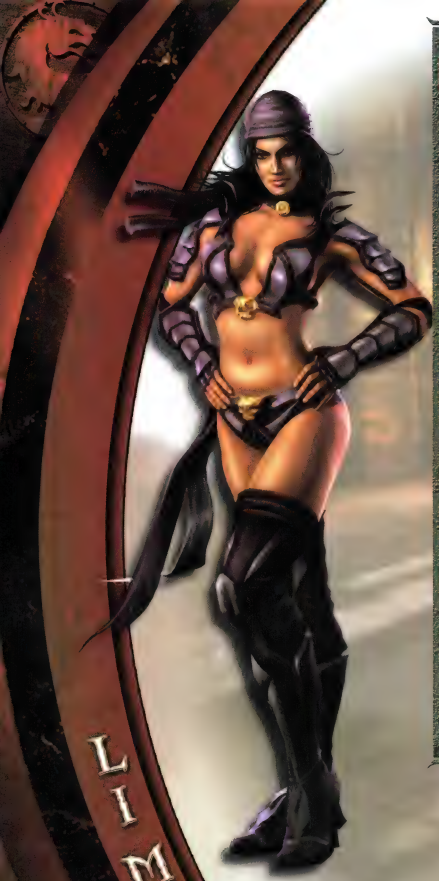
Sharin Kyu Style, 8 Hits, 25 Damage

COMBO 9

Sharin Kyu Style, 8 Hits, 28 Damage

COMBO 10

Sharin Kyu Style, 10 Hits, 31 Damage



LI MEI

LUI HE BA FA

NAME	COMMAND	DAMAGE	NOTES
Sideward Palm	1	5	
Hammer Palm	2 + 3	13	Launcher
Needle Fingers	1 + 3	4	
Heel Palm Strike	1 + 3	9,7	Knockdown
Open Fist Strike	2	6	
Uppercut	1 + 2	13	Uppercut
Back Kick	3	12	
Sweeping Kick	2 + 3	7	Knockdown
Back Sweep	1 + 3	6	
Swinging Elbow	3	7	
Lifting Knee	2 + 3	15	Knockdown
Walking Heels	1 + 3	4	
Last Rose	3, 3	6,4	
Pink Dragon	3, 3	12,4	
Extreme Fists	1, 1, 1	5,3,2	
Unleashed	2, 2 + 3	6,4	Launcher
Explosive Strength	3, 3, 2 + 3	5,3,8	Knockdown
Rejuvenation	3, 3, 2, 3	5,3,3,2	
Coiled Dragon	3, 3, 3, 3	5,3,4,3	
Golden Path	1, 1, 2, 2 + 3	5,3,3,2	Launcher
Twister Spin	2, 3, Stance Change	8,4,3	Launcher
Typhoon Hands	1, 3, 2, 3, Stance Change	5,3,3,2,2	Launcher

MI'ZONG

NAME	COMMAND	DAMAGE	NOTES
Hook Fist	1	5	
Slap Down	2 + 3	6	Launcher
Low Strike	1 + 3	4	
Off Balance Punch	2 + 3	8	Knockdown
Straight Punch	3	7	
Pelvis Strike	2 + 3	10	
Uppercut	1 + 3	13	Uppercut
Sweeping Trip	2 + 3	7	Knockdown
Crab Kick	1 + 3	4	
High Kick	3	9	
Side Kick	3	9	
Step Kick	1 + 3	4	
Lift Kick	2 + 3	6	Launcher
Smashing Kick	1 + 3	10	Launcher
Good Old 1-2	1, 1	5,4	
Triplets	1, 1, 1	5,4,3	
Zong Rage	1, 1, 1	5,4,5	Knockdown
Angry Ape	1, 1, 2 + 3	5,4,3	Launcher
Last Track	3, 3, 1 + 3	7,5,5	Launcher
Iron Broom	3, 3, 2 + 3	7,5,3	Launcher
Crossing Paths	1, 3, 3, Stance Change	5,5,4,3,2,1	Knockdown

KUNLUN DAO

NAME	COMMAND	DAMAGE	NOTES
Lethal Slash	1	8	
Leaf Cutter	1 + 3	12	Launcher
Leg Slicer	1 + 3	5	
Swift Wind	3	10	
Stomach Poke	2 + 3	7	
Deadly Blade	1 + 3	15	Launcher
Melee Slice	1	12	
1000 Swings of Death	2 + 3	7,4,3	
Low Slice	1 + 3	4	
Front Kick	3	11	
Leg Trip	2 + 3	7	Knockdown
Toe Poker	1 + 3	3	
Basic Slashes	1, 1	8,8	
Wind Kontrol	1, 1, 1	8,8,5	
Kunlun's Best	1, 1, 1	8,8,6	
Unmatched	1, 1, 1	8,8,3	
Blood Thirsty Blade	1, 2 + 3	10,5,4,3	Knockdown

LI MEI

LI MEI THROW

Li Mei's throw is a great way to get some breathing room. You can use it to combo into a Nova Blast to keep enemies at bay or cause block damage, or the Flipping Heel Kick to get in close.

LI MEI SPECIAL MOVES

Li Mei's Nova Blast is a very fast projectile, but it shines in its lack of much startup animation. Listen more for her grunt than watching for the animation, because the only animation is a twich of the wrist. (When fighting against her, listen for it as well.) Use it often to keep pressure on your opponent.

The Carnival Spin can combo into itself, and does decent damage, but wary opponents may see it coming (or be looking for it) and bring up a block to avoid it. Use it in combos instead of as a stand alone move.

The Flying Flurry can hit up to five times and is a good way to avoid a jump kick (by passing under it). It can double as a dash because, with it, Li Mei moves faster than she does by running.

The Flipping Heel Kick is another move useful for doubling as a dash. It reaches nearly three-quarters of a screen away and inflicts good damage. Li Mei's a close range fighter, so this is the perfect move to get in close—fast. It won't knock opponents down or ring them out, so be prepared to follow up with another attack to keep the pressure on. Li Mei needs to be relentless as an attacker; she does light damage that quickly adds up and this move may become your signature attack.

STRATEGY FOR LI MEI

Li Mei was built to get inside an opponent's guard and decimate them. Once she's there, use her speed to control the pace of the fight and dominate the enemy. However, use her moves with finesse with controlled bursts that shut down your opponent before they can mount an effective defense. Most of her specials move her forward, so use this to your advantage and get Li Mei inside!

Once in close, Li Mei has plenty of moves that can crush enemies. While she's in the Lui He Ba Fa stance, use the Heel Palm Stance to sneak in a quick two-hit combo that pushes enemies back and is an incredible ring out move. Use it to go for the ring out, or to readjust your strategy. The Hammer Palm is a good juggle starter and can combo into itself up to three times. The third hit tosses foes away, so be sure to rush them and resume the beat down. Unleashed is another good juggle starter and adds a quick strike before the launcher, so use it to retaliate when an enemy misses a move. The Typhoon Hands is a nice combo that transitions into the Mi Zong style.

While in the Mi Zong stance, use the Off Balance Punch to ring an adversary out or push them back. It's a quick move, so go nuts if you see that a foe's lax on their blocking. The Lift Kick fires up to its name. It leads into combos or repeats up to three times and is great for cornering an opponent. Li Mei's Angry Ape is another superb move that offers a series of quick strikes and a launcher. The Crossing Paths switches into the Kunlun Dao style when it finishes, so use it as a transition to confound your opponent. Overall, the Mi Zong style is Li Mei's best bet for a ring out.

Best suited for those wishing to keep Li Mei at a distance, the Kunlun Dao style is most useful at mid range. It offers fast and deadly moves like the Leaf Cutter, 1000 Swings of Death and the Leg Trip. The Leaf Cutter bounces foes for juggles and can repeat three times. 1000 Swings of Death is a series of swipes that won't knock enemies down, but comes out fast enough to make a mid range hit connect with ease. One of the best moves, the Leg Trip, is great for gaining position and can send opponents toward a wall. Use it to hit the opponent and sidestep as they're getting up to back them into a corner.

LI MEI COMBOS

COMBO 1

Mo'Long Style, 5 Hits, 23 Damage

COMBO 2

Kunlun Dao Style, 7 Hits, 29 Damage

COMBO 3

Kunlun Dao Style, 3 Hits, 30 Damage

COMBO 4

Mo'Long Style, 6 Hits, 20 Damage

COMBO 5

Lui Yie Ba Fa Style, 8 Hits, 21 Damage

COMBO 6

Mo'Long Style, 8 Hits, 30 Damage

COMBO 7

Lui Yie Ba Fa Style, 9 Hits, 22 Damage

COMBO 8

Lui Yie Ba Fa Style, 10 Hits, 24 Damage

COMBO 9

Lui Yie Ba Fa Style, 12 Hits, 23 Damage

COMBO 10

Lui Yie Ba Fa Style, 13 Hits, 23 Damage

LI MEI

MYSTERY

STANCE 1

NAME	COMMAND	DAMAGE	NOTES
Move #1	3	7	
Move #2	2 + 3	4	Launcher
Move #3	1 + 3	3	
Move #4	4	7	
Move #5	2 + 4	10	Launcher
Move #6	1 + 4	13	Uppercut
Move #7	3	9	
Move #8	2 + 3	3	
Move #9	1 + 3	3	
Move #10	4	7	
Move #11	1 + 4	8,8	
Move #12	2 + 4	6	Knockdown
Move #13	1 + 4	4	
Move #14	3, 3	7,5	
Move #15	3, 3, 3	7,5,5	
Move #16	3, 3, 3, 3	7,5,5,4	
Move #17	3, 4	9,7	
Move #18	3, 3, 2 + 4	7,5,5	Launcher
Move #19	3, 4	7,5	Knockdown
Move #20	4, 4	7,7	
Move #21	4, 2 + 3	7,3	Launcher
Move #22	3, 3, 3, Stance Change, 3, 2 + 4	7,5,5,3,2,2	Knockdown
Move #23	3, 3, 3, Stance Change, 3, 1 + 4	7,5,5,3,2,1	Launcher

MYSTERY THROW

Mystery Throw

5,5,5

Mystery has an odd throw. True, it tosses opponents about three-quarters of a screen away, but strikes at an angle. It's difficult to corner an opponent with this throw. Also, when an enemy is against the wall, the throw won't have the effect one might initially think. It throws them along the wall rather than into it. Follow it up with a Special Move #1 for some quick chip damage.

STANCE B

NAME	COMMAND	DAMAGE	NOTES
Move #24	3	11	
Move #25	4 + 3	15	Knockdown
Move #26	1 + 3	3	
Move #27	2	11	Knockdown
Move #28	1 + 2	9	Launcher
Move #29	1 + 2	13	Uppercut
Move #30	3	7	
Move #31	1 + 3	4	
Move #32	2	10	
Move #33	1 + 3	9	Launcher
Move #34	1 + 3	4	
Move #35	3, 3	11,7	
Move #36	3, 3, 1 + 2	11,7,5	Launcher
Move #37	3, 1 + 3	10,7	Launcher
Move #38	3, 3, 4 + 3	11,7,8	Knockdown
Move #39	3, 3	7,2	
Move #40	3, 3, 3	7,2,1	Knockdown
Move #41	3, 3	10,5	
Move #42	3, 3, 3	10,5,5	
Move #43	3, 3, 3, 4 + 3	10,5,5,6	Knockdown
Move #44	3, 3, 3, 1 + 2	10,5,5,4	Launcher
Move #45	3, 3, 3, 3	10,5,2,1	Knockdown
Move #46	3, 3, Stance Change	10,5,5	Launcher

STANCE C

NAME	COMMAND	DAMAGE	NOTES
Move #47	3	8	
Move #48	4 + 3	9	Knockdown
Move #49	1 + 3	3	
Move #50	2	7	
Move #51	4 + 2	7	Launcher
Move #52	1 + 3	15	Uppercut
Move #53	3	9	
Move #54	4 + 3	5	
Move #55	4 + 3	11	
Move #56	1 + 3	3	
Move #57	3	8	
Move #58	4 + 3	11	Knockdown
Move #59	4 + 3	6	Launcher
Move #60	1 + 3	3	
Move #61	3, 3	6,4	
Move #62	3, 3, 3	6,4,1	
Move #63	3, 3, 3, 3	6,4,1,1	Knockdown
Move #64	3, 3, 2	6,4,3	
Move #65	3, 3, 3	6,4,2	
Move #66	3, 3, 3, 3	6,4,2,3	Knockdown
Move #67	3, 3, 2, 4 + 2	6,4,3,2	Launcher

MYSTERY

MYSTERY SPECIAL MOVES

Special Move #1

⬅, ➡ + 2 — 11

The Special Move #1 is perfect for handling jumpy opponents. Since it hits high, enemies can duck under the projectile as it's thrown. Keep this in mind when trying to use it as an advancing maneuver.

Special Move #2

⬅, ➡ + 1 — 8

Mystery's second projectile, the Special Move #2 is best to confuse the enemy. Train them to expect the Special Move #1 and then toss a low one at them. They'll crouch, hoping to duck under an incoming attack, and be faced with your Special Move #2. Both versions of this move travel at a good clip, so you can get a few off and pin the opponent down.

Special Move #3

1, ➡ + 3 — 3,2,1,1,1,1,1,1

Keep people grounded with the Special Move #3. It hits up to seven times and is best used as an opponent is landing from a missed jump move, or after you sidestep a projectile. Be careful not to allow it to be blocked, or you'll eat a combo. Also, it's most effective up close. If you initiate the move farther away from the opponent, fewer hits (and less damage) will be inflicted.

Special Move #4

⬅, ➡ + 4 — 8

The Special Move #4 is a much faster move than the Special Move #3 and more suited to fast movement. Use it when you want to get in close and work a combo into your game. It's also useful to counter a character just leaving the ground in a jump. Use it wisely.

MYSTERY COMBOS

COMBO 1

Stance B Style, 5 Hits, 30 Damage

COMBO 2

Stance C Style, 6 Hits, 24 Damage

STRATEGY FOR MYSTERY

Mystery is a fighter built for getting in close and wearing down opponents. Use the Special Move #1 and Special Move #2 moves to keep them pinned and, as they get more desperate to fight back, wait for them to toss a projectile in response. Frustrate them from the outside and then get in close and beat them down.

There are some good moves in the Stance A that can be mixed into anyone's game. The Move #5 comes out of nowhere and sends your enemy into a juggle of choice. After you connect, hit your foe hard and fast. If possible, go for the Move #18 for a few extra hits and a bounce. It's slightly faster and the two extra attacks give you extra range. If you remain in close long enough, your opponent will eventually have their back to a wall. When you manage to do this, slam them with the Move #19 and put them out of the arena. The Move #21 move is also a good ring out option.

In Stance B, Mystery can juggle and go for the ring out. The Move #25 is great to knock someone across the ring and offers easy ring out potential. The Move #28 is a simple juggle starter. It comes out fast and can repeat twice. Use the Move #33 to juggle opponents half way across the ring while causing massive damage. The Move #45 offer a good way to poke your opponent and keep them on their toes as they avoid a ring out.

Blazing speed is what the Stance C stance is all about. Mystery gains two excellent juggle starters and a fast combo. It hits high and only causes light damage, but comes out so fast that most enemies have a difficult time avoiding it. Pop them in the face with the Move #51 to begin a juggle or just repeat it up to three times for a simple, yet painful, juggle. For a faster option, the Move #59 is great for driving opponents back. When it comes to a fast flurry of attacks, nothing beats the Move #62. It's packed with speed, but won't knock enemies down or rip through their health. It's great for punishing a missed attack though.

COMBO 3

Stance A, 6 Hits, 26 Damage

COMBO 4

Stance A, 7 Hits, 28 Damage

COMBO 5

Stance A, 10 Hits, 22 Damage

COMBO 6

Stance A, 10 Hits, 28 Damage

COMBO 7

Stance C Style, 13 Hits, 25 Damage

COMBO 8

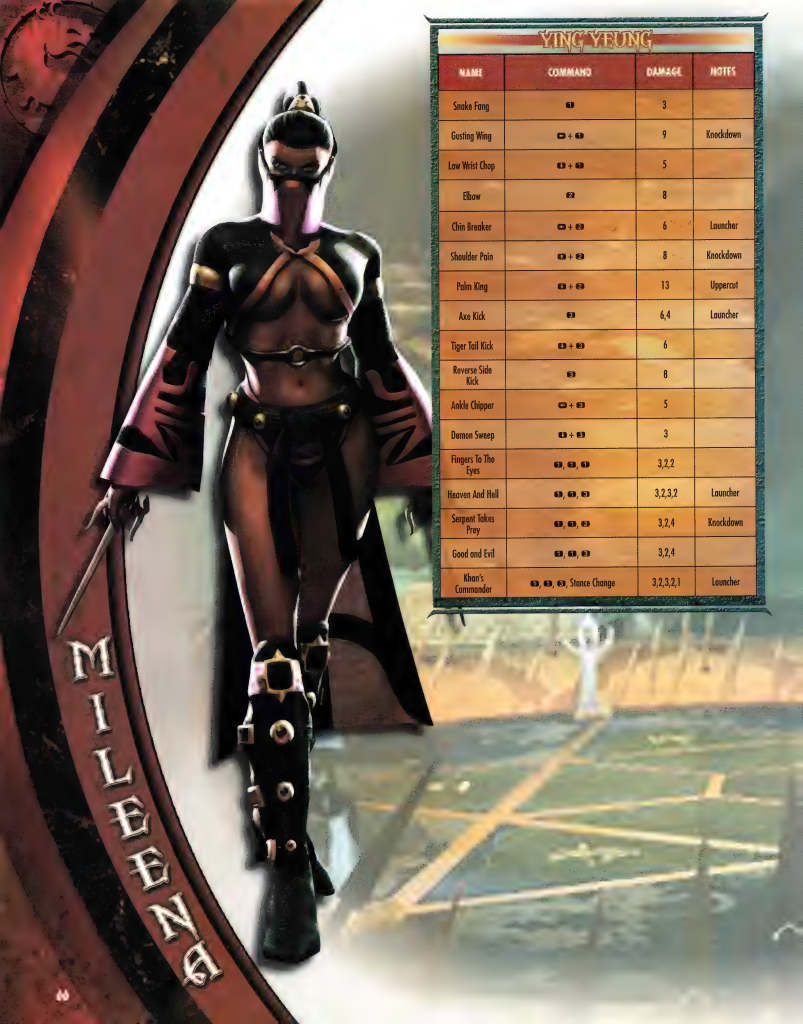
Stance A, 13 Hits, 29 Damage

COMBO 9

Stance A, 11 Hits, 32 Damage

COMBO 10

Stance A, 15 Hits, 28 Damage



YING YEUNG

NAME	COMMAND	DAMAGE	NOTES
Snake Fang	◻	3	
Gusting Wing	◻ + ◻	9	Knockdown
Low Wrist Chop	◻ + ◻	5	
Elbow	◻	8	
Chin Breaker	◻ + ◻	6	Launcher
Shoulder Pain	◻ + ◻	8	Knockdown
Palm King	◻ + ◻	13	Uppercut
Axe Kick	◻	6,4	Launcher
Tiger Tail Kick	◻ + ◻	6	
Reverse Side Kick	◻	8	
Ankle Chipper	◻ + ◻	5	
Demon Sweep	◻ + ◻	3	
Fingers To The Eyes	◻, ◻, ◻	3,2,2	
Heaven And Hell	◻, ◻, ◻	3,2,3,2	Launcher
Serpent Takes Prey	◻, ◻, ◻	3,2,4	Knockdown
Good and Evil	◻, ◻, ◻	3,2,4	
Khan's Commander	◻, ◻, ◻, Stance Change	3,2,3,2,1	Launcher

MIAN CHUAN

NAME	COMMAND	DAMAGE	NOTES
Palm Strike	1	7	
Phoenix Palm	2 + 3	5	Knockdown
Tiger Knee	1 + 4	5	Launcher
Crouching Snake Fang	1 + 3	4	
Cotton Punch	2	5	
Cold Fist	1 + 2	8	Launcher
Quick Palm	2 + 3	3	
Rising Uppercut	1 + 2	13	Uppercut
Spinning Sidekick	3	8	
Spinning Low Sweep	2 + 3	7	Knockdown
Move #9	1 + 3	3	
Rising Axe Kick	3	7,4	
Front Sidekick	2 + 3	4	
Spinning Sidewinder	1 + 3	5	
Cold Fists	2, 2	5,4	
Cold Fist Gets Icy	3, 3, 1 + 3	5,4,3	Launcher
Cotton Rage	2 + 2, 2, 2	3,2,2	
Krazy Legs	3, 3	7,4,8	
Keeping Kontrol	3, 1	7,4,5	Launcher
Outworld Wonder	3, 3, Stance Change	7,4,8,8	Knockdown

SAI

NAME	COMMAND	DAMAGE	NOTES
Sai Hilt	3	6	
Overhead Smash	2 + 3	7	Launcher
Low Swipe	1 + 3	3	
Gut Stab	4	10	
Rising Sai	1 + 4	5	Launcher
Twin Fangs	2 + 4	9	Knockdown
Shin Stab	1 + 3	3	
Throat Poke	2 + 4	7	
Foot Spike	3	10	
Low Poker	2 + 3	7	
Face Slash	2 + 3	6	
Knee Poke	1 + 3	4	
Sweeping Sai	3	7	Knockdown
Hooking Stab	1 + 3	4	
Quickness	3, 3	5,5	
Lightning Stabs	3, 3, 3	6,5,3	
Anarchy	3, 3, 2 + 3	6,5,4	Launcher
Whirling Demon	3, 3, 2	6,5,4	Knockdown
Rising Dragon	1, 3, 2 + 4	6,5,3	Launcher
Sabertooth	3, 2 + 3	10,6	Knockdown

MILEENA

MILEENA FATALITIES

MILEENA SPECIAL MOVES

Mileena's classic Rolling Thunder has her quickly roll into a ball to hit unsuspecting opponents. This move is useful for catching opponents that forget to block low and it can be used in juggles or during wake ups.

Soaring Sai comes out at a moderate speed, is good for combos, and dealing tick damage from a distance.

A move that sounds exactly like it should, Kick from Above (when done properly) teleports Mileena into a diving kick that drops from the sky. It's excellent for combos, poking and countering projectiles.

MILEENA THROW

A throw without combo opportunities, Mileena climbs up onto an opponent and jumps on their head. Eventually, she stomps them into the ground.

STRATEGY FOR MILEENA

Mileena's all about gaining the proper range. However, she can also manipulate the "hit 'n get" tactic. Base most of your strategy on remaining about half a screen away and use Rolling Thunder to dip under projectiles and Kick from Above to make any jumper pay. If an opponent runs, toss a Soaring Sai or two at them to slow them down. As soon as it's possible, get in close, combo, and retreat to the comfort zone.

The Ying Yeung stance is good for quick combos or, if you wish, can be relied upon as the main style. Her Axe Kick pops adversaries safely into juggle range and her speed makes juggles simple to pull off. If Ying Yeung isn't working for you, Khans Commander transitions into Mian Chuan. Since Khans Commander changes Mileena's stance and launches an opponent, any Mian Chuan juggle quickly becomes an option. Serpent Takes Prey sends enemies into orbit and offers easy ring out options.

Mian Chuan is great for quick juggles. Cold Fist launches enemies and leads to combos, but do a standard juggle for more damage. A second Cold Fist is a faster hit, but doesn't inflict as much damage. Cold Fist Gets Icy is Mileena's second best ring out option after Serpent Takes Prey. It has good height and distance, so use it to move an opponent across the ring. The Outworld Wonder is a fast combo that leads into Sai stance, offering more options. Use this when changing tactics is the best path.

Not Mileena's best stance, Sai does have its uses. Use the Overhand Smash to begin a quick juggle and to position your foe. It can also combo into itself to start a juggle with a few quick jabs since the startup is short. Finally, Sabertooth forces your adversary back and can gain a little breathing room for stance changes or the half screen game.

MILEENA COMBOS

COMBO 1

Sai Style, 3 Hits, 14 Damage

COMBO 2

Ying Yeung Style, 3 Hits, 18 Damage

COMBO 3

Mian Chuan Style, 3 Hits, 18 Damage

COMBO 4

Ying Yeung Style, 6 Hits, 16 Damage

COMBO 5

Sai Style, 4 Hits, 22 Damage

COMBO 6

Ying Yeung Style, 7 Hits, 18 Damage

COMBO 7

Sai Style, 7 Hits, 20 Damage

COMBO 8

Mian Chuan Style, 7 Hits, 27 Damage

COMBO 9

Ying Yeung Style, 8 Hits, 18 Damage

COMBO 10

Sai Style, 8 Hits, 22 Damage

MILEENA

BAL TUDU

NAME	COMMAND	DAMAGE	NOTES
Gut Punch	1	4	
Low Snake Bite	1 + 3	3	
Overhead Smash	↓ + 1	7	Launcher
Razor Elbow	2	8	
Rising Sun	1 + 2	3	Launcher
Hammerfist Uppercut	1 + 2	13	Uppercut
Knee Crush	3	7	
Leg Sweeper	↓ + 3	5	
Creeping Leg	3 + 4	3	
High Kick	4	8	Knockdown
Sweeping Cyclone	3 + 4	4	
Rush Punches	1, 1	4,3	
Beat Down	1, 1, 1	4,3,4	
Rapid Chain Punches	1, 1, 1	4,3,2	
Red Sky	1, 1, 1, Stance Change, 4	4,3,2,2,1,1	Knockdown
Dirty Trick	1, 1, 1, Stance Change, ↓ + 3, 3	4,3,2,2,1,1,0	Knockdown

TAEKWONDO

NAME	COMMAND	DAMAGE	NOTES
Side Kick	3	8	
Hook Kick	4 + 3	12	Knockdown
Setting Palm Punch	1 + 3	4	
Downward Axe Kick	2	12	Launcher
Rolling Heel Kick	4 + 2	6	
Peaceful Uppercut	1 + 2	13	Uppercut
Spinning Heel Kick	3	11	Knockdown
Leg Tap	1 + 3	5	
Ankle Smash	4 + 3	11	
2-Hit Axe Kick	2	3,6	
Nitro Kicks	4 + 3	5,5,4	
Tapping Low Kick	1 + 3	5	
Clearness of Mind	3, 3	6,3,3	Knockdown
Take Out	4 + 3, 3	11,3	
Peaceful World	3, 3, 4 + 2	8,3,3	Knockdown
Wild Things	3, 4 + 3, 3	6,3,2,1	Knockdown
Warpath	3, 3, Stance Change	8,3,5	Launcher

TOMAHAWKS

NAME	COMMAND	DAMAGE	NOTES
Sidewinder Slash	3	7	
Twin Peaks	4 + 3	11	Launcher
Rising Mountain	1 + 3	7	Launcher
Thigh Chop	1 + 3	5	
Mid-Section Strike	2	8	
Slashing Talons	4 + 2	10	Launcher
Stone Fifh Uppercut	1 + 2	15	Uppercut
Twisting Edge	3	7	
Shin Buster	4 + 3	5	
Foot Chop	1 + 3	4	
Middle Kick	3	7	Knockdown
Stomach Chop	1 + 3	3	
Stone Hammer	3, 2	7,6	
Savage Edge	3, 3	7,5	Launcher
Revenge	3, 3, 4 + 2	7,6,5	Launcher
Head Hunter	3, 3, 3	7,6,4	
Scalping Time	3, 3, 3, 3	7,6,4,3	Knockdown

NIGHTWOLF

NIGHTWOLF THROW

This is a combo friendly throw when performed correctly. Nightwolf sweeps the opponent and axe kicks them to the ground. It sends the opponent bouncing into the air for Nightwolf to punish them.

NIGHTWOLF FATALITY

NIGHTWOLF SPECIAL MOVES

The Spirit Arrow is a fast projectile with a long startup time. Since opponents have plenty of time to avoid this move, use it as they rise from a knockdown. Block damage is better than no damage. Also, use it from full screen distance to keep you opponent at bay.

A half screen dash move that comes out quickly. Rhino Charge allows Nightwolf to travel fast making it tough to avoid. Use it after you evade a projectile to knock an enemy down. Position yourself after a good hit to continue the assault.

If your opponent has their feet planted and refuses to budge, a little Lightning from Above inflicts good block damage and pushes them back. It also comes out quickly and automatically aims at the enemy, so use it often!

Nightwolf's Reflector is an excellent move to master. It bounces any projectile thrown at him back toward the source, keeping Nightwolf safe from harm. It won't bounce Scorpion's Spear, but it lets the Spear fly harmlessly by. Note, however, that Hotaru's Lava Burst still has its full effect on Nightwolf, Reflector or not.

STRATEGY FOR NIGHTWOLF

Nightwolf's an excellent character for beginners and experts. His moves and strategies are largely ground-based with only a few notable juggle starters. Used correctly, he's more of a counter character, so avoid rushing your foe. Use a reactionary battle plan, so wait for your opponent to make a small mistake and exploit it with big damage.

Val Tudu is useful, but limited. Use the Overhead Smash to bounce opponents into a juggle or repeat it up to three times for an easy combo. Watch out for the startup time though and use it when there's a good chance to hit. Dirty Trick is a flashy combo, but the full seven-hit damage isn't overwhelming. It's useful, however, to switch into the Tae Kwon Do style.

The Tae Kwon Do style offers several excellent moves and two more juggle starters. The Axe Kick is fast, suitable for countering vulnerable opponents that just had a move blocked and bounces them high enough to start a juggle. The Rolling Heel Kick is another good move, despite its low damage potential. Use it to get in close without risking a direct run right at them. The Ankle Smash is a quick poke to keep adversaries honest and stagger them a bit slowing down any offense. Nightwolf's Peaceful World hits enemies very rapidly with two low kicks, tripping them and allowing Nightwolf to retreat if necessary. Warpath also starts a juggle, but watch out if it gets blocked; it leaves you wide open for reprisal. Performing Warpath ends in a transition into the Tomahawks stance.

The Savage Edge is a good move in the Tomahawks stance. It has good range and combos into itself for a four-hit combo or leads into a combo of choice. Use it as a poke from medium range. The Rising Mountain is a fast one-hit launcher that's good because once it connects, there are options aplenty. Combo it into itself up to three times or only hit with it twice and end with another combo for fast, heavy damage. Scalping Time is rather slow, but has decent range and damage. Use it when you're just out of range and push your opponent back, even when it's blocked.

NIGHTWOLF COMBOS

COMBO 1

Tae Kwon Do Style, 3 Hits, 22 Damage

COMBO 2

Tomahawks Style, 4 Hits, 20 Damage

COMBO 3

Tai Tedo Style, 3 Hits, 16 Damage

COMBO 4

Tai Tedo Style, 5 Hits, 21 Damage

COMBO 5

Tomahawks Style, 5 Hits, 25 Damage

COMBO 6

Tae Kwon Do Style, 5 Hits, 27 Damage

COMBO 7

Tomahawks Style, 6 Hits, 26 Damage

COMBO 8

Tae Kwon Do Style, 6 Hits, 30 Damage

COMBO 9

Tomahawks Style, 7 Hits, 29 Damage

COMBO 10

Tomahawks Style, 7 Hits, 31 Damage

NIGHTWOLF

NOOB SMOKE

MONKEY

NAME	COMMAND	DAMAGE	NOTES
Sloth Fist	1	8	
Downward Slap	2 + 1	13	Knockdown
Low Twisting Slap	3 + 1	5	
Hooking Wrist	2	8	
Berzerk Slap	2 + 2	10	Launcher
Palm Uppercut	3 + 2	13	Uppercut
Thrust Kick	3	9	Knockdown
Leg Scraper	2 + 3	7	Knockdown
Push Kick	3 + 3	6	
Bad Monkey	4	8	Launcher
Whirling Low Kick	3 + 4	3	
Tree Monkey	4, 1	8,4	
Going Ape	4, 4	8,5	
Krazy Apes	4, 2	8,4	Launcher
Monkey Rage	4, 4, 4	8,5,3	
Monkey Trouble	4, 4, 3	8,5,3	
Double Trouble	4, 4, Stance Change	8,4,4	Knockdown

NOOB SMOKE THROWS

Smoke has one of the best throws in the game. He doesn't gain any distance from his foe and its damage isn't spectacular. However, the shining element of this throw is that once the enemy stands up, they're stunned long enough to connect with Smoke's devastating Shattering Kick and a beefy juggle thereafter.

Noob's throw offers what Smoke's throw lacks—distance. Once Noob tosses opponents across the arena, you'll have plenty of time to readjust your strategy and gain a second of time to rush the opponent. When this throw's done in a corner, there's even a small chance for a combo when timed correctly.

MITZU

NAME	COMMAND	DAMAGE	NOTES
Lunge Attack	B	9	
Thigh Break	D + B	12	Knockdown
Low Quick Claw	D + B	4	
Turning Lunge Strike	F	10	
Dual Upward Wrists	D + F	12	Knockdown
Single Upward Palm	D + F	13	Uppercut
Axe Kick	B	12	Knockdown
Sneak Attack	D + B	6	
Reaching Toe Poke	B	12	
Shattering Kick	D + B	7	Launcher
Dancing Foot	D + B	9	
Low Flat Foot	D + B	4	
Flowing Wing	B, B	9,7	
Lunge Strikes	B, F	9,6	
King Palms	B, B, D + F	9,6,4	
Long Ranged Strikes	B, B, B	9,6,3	
Deadly Foes	B, B, B, Stance Change, B	9,6,3,4,2	Knockdown

NOOB SMOKE

NOOB SMOKE SPECIAL MODES

Smokeycut is a memorable Smoke move where smoke disappears in a cloud of, well, smoke, and reappears behind his opponent, tossing them into the air. This leaves opponents wide open for any juggle you choose. However, experienced players expect Smokeycut, so use it only when you're sure that it will hit.

Smoke's Stinky Cloud has him dash back, leaving a cloud of fumes in his wake. Should enemies stumble into the cloud, there's a 3 second stun that leaves them wide open to attack. Use this move to (a) lure opponents into the stun and (b) as a quick escape. Another bonus to this move is that any projectiles thrown pass through the fumes, but Smoke automatically sidesteps as part of the move, so he's already avoiding it.

With Dark Assassin, Smoke calls in Noob who tosses four knives at the opponent. They are rather slow and a bit high, but it's a good way to teach an opponent that jumping to initiate attacks, come in, escape, etc. might be too dangerous for them to try.

Death from Above is fantastic for projectile avoidance and transitioning between the two characters. It's much like Mileena's Dive Kick from previous versions of the game; it's fast and works perfectly for a bit of quick damage. One key point to remember is that the character that actually swaps in remains.

Dark Shadows also switches between both characters, leaving the other on screen. Once the move's performed, that character dashes back and off screen while the other appears on the opposite side with a dashing punch. It's a bit slower than Death from Above, but safer if blocked.

One of the two Noob-specific moves, We Live is a decent surprise knocking the opponent back. It's fast, but it hits high, so watch out for ducking enemies.

Darkness is Noob's other move. As the black cloud swallows Noob, he vanishes from sight. Make sure to be aware of both your position on the screen as well as your opponent's and make those players who are unable to find you suffer. Repeat the move to reappear.

STRATEGY FOR NOOB SMOKE

Noob and Smoke fight as a duo, switching out at will. Use this to your advantage and confuse your opponent with their alternate moves and play styles. Mix up the transitions between characters and master both of them. If your opponent gains the upper hand or seems to be handling one particular character well, swap between them to throw them off their game plan.

Noob's Berzerk Slap is an extremely fast, single-hit launcher. Use it up close and surprise opponents with its speed. However, it's such a fast move that your reaction time to begin the juggle needs to be high as well. The Bad Monkey is a fast downward strike offering juggle opportunities and Krazy Apes is similar, but adds a jab to spice things up. The Monkey Rage is a three-hit move that staggers the enemy, allowing you to rush in close and follow up if they don't react in time. Use it in quick, repeated patterns and maintain the relentless onslaught. Double Trouble is a transition combo that brings Smoke into the fray. Surprise opponents with it and take advantage of the knockdown.

Use Smoke's Shattering Kick after every throw since it results in a free juggle each time. Since Shattering Kick comes out fast and knocks the enemy away, it offers a bit of breathing room when you need it. Use the King Palms in a similar fashion if you begin to feel crowded. It knocks the opponent down with the last hit. Use the Deadly Foes to transition into Noob with both characters pummeling the opponent. It's fast and effective if the opponent is waiting for a head on attack; they rarely expect the attack to continue from the back!

NOOB SMOKE COMBOS

COMBO 1

Monkey Style, 4 Hits, 20 Damage

COMBO 2

Monkey Style, 4 Hits, 20 Damage

COMBO 3

Monkey Style, 5 Hits, 23 Damage

COMBO 4

Monkey Style, 6 Hits, 25 Damage

COMBO 5

Monkey Style, 6 Hits, 25 Damage

Krazy Kage | Razzark Slap | Monkey Kage

COMBO 6

Mitzu Style, 7 Hits, 23 Damage

Throw | Deadly Kage

COMBO 7

Mitzu Style, 7 Hits, 24 Damage

Smokeyest | Shattering Kick | DarkeAssassin | Death From Above

COMBO 8

Mitzu Style, 7 Hits, 27 Damage

Shattering Kick | Smokeyest | DarkeAssassin | Single Upward Palm

COMBO 9

Mitzu Style, 9 Hits, 23 Damage

Throw | Smokeyest | Shattering Kick | DarkeAssassin | Smokeyest

COMBO 10

Mitzu Style, 9 Hits, 23 Damage

Throw | Smokeyest | Shattering Kick | DarkeAssassin | Death From Above

NOOB SMOKE

RAIDEN

NAN CHUAN

NAME	COMMAND	DAMAGE	NOTES
Lightning Jab	1	7	
Low Strike	1 + 3	5	
Uppercut	2 + 3	7	
Shoulder Slap	2 + 3	12	Knockdown
Rainbow Chop	3	9	
Palm Uppercut	1 + 3	13	Uppercut
Overhead Chop	2 + 3	5	Launcher
Dual Thunder Palms	2 + 3	9	Knockdown
Stepping Snap Kick	4	9	
Shin Strike	1 + 4	4	
Hook Leg Knockdown	2 + 4	5	
Hop Side Kick	4	11	Knockdown
Low Chin Strike	1 + 4	4	
Thunder Clap	3, 4	6,7	
Trickster	1, 1, 3	7,5,3	
Electric Snake	3, 2 + 4	6,5	
The Middle Way	3, 2 + 3	6,4	Launcher
Knowledge and Skill	4, 4, 4	7,5,5	
Finishing Touch	1, 4, 3, 4	7,5,3,4	
Natural Way	1, 4, 3, 2 + 3	7,5,3,2	Launcher
Wake The Dead	1, 4, 3, 2 + 4	7,5,3,3	
Power Bolts	1, 1, 3, Stance Change, 4, 2 + 4	7,5,3,4,4,4	Launcher
Out of Order	1, 1, 3, Stance Change, 4, 4, 4	7,5,3,4,4,3,3	Launcher
Blackout	1, 1, 3, Stance Change, 4, 4, Stance Change, 4, 4	7,5,3,4,4,3,1,2,1	
Rend	1, 1, 3, Stance Change, 4, 4, Stance Change, 4, 4	7,5,3,4,4,3,1,2,3	Launcher
Sparky	1, 1, 3, Stance Change, 4, 4, Stance Change, 4, 2 + 3	7,5,3,4,4,3,1,2,2	Knockdown

JUJUTSU

NAME	COMMAND	DAMAGE	NOTES
Open Hand Strike	1	7	
Bearhand Chop	2 + 3	9	
Low Strike	1 + 3	3	
Bent Wrist Strike	2	8	
Thunder God Palm	2 + 3	9	
Diagonal Fist	1 + 3	13	
Front Snap Kick	3	7	
Sweep	2 + 3	6	
Back Sweep	1 + 3	7	
Front Thrusting Kick	4	10	
Front Sweep	1 + 4	7	
Heavenly Strikes	3, 3	7,10	
Long Arm Pokes	1, 1, 2	7,5,4	
Essence of Strength	3, 3, 3, 3	7,5,4,4	
Reigning God	3, 3, 3	7,5,4	
Thunder God Fists	1, 1, 2 + 3	7,5,5	
Fireworks	1, 1, 3, Stance Change, 2, 3	7,5,4,1,2,1	
Dark Thunder	1, 1, 3, Stance Change, 2, 3	7,5,4,1,2,3	
Chain Lighting	1, 1, 3, Stance Change, 3, 2 + 3	7,5,4,1,2,2	

STAFF

NAME	COMMAND	DAMAGE	NOTES
Overhead Strike	1	10	
Low One Handed Poke	1 + 3	7	
Upward Strike	2	11	
Charged Stick	2 + 3	8,9	Knockdown
Low Strike	1 + 3	7	
Leaping Strike	3	11	Launcher
Reaching Strike	2 + 3	11	Knockdown
Sweeping Strike	1 + 3	7	
Reverse Thrust	4	8	
Staff Blast	1 + 4	8	Launcher
Sweeping Swing	1 + 4	7	Knockdown
Slap Down	3, 3	8,4	
Great Lightning God	3, 3, 3	8,4,3	
Pain From Above	3, 3, 3	8,4,8	Launcher
Static Stick	3, 3, 2 + 3	8,4,4,5	Knockdown

RAIDEN THROW

Raiden's throw is great for a lead in. It tosses enemies within range of many follow ups. Just dash in close after executing the throw and jump on them with the attack of choice.

RAIDEN'S SPECIAL MOVES

Raiden, the God of Thunder, has returned. His Static Teleport has changed only slightly through the years. After vanishing into the ground, Raiden reappears within striking distance. There's a slight delay, but it's not enough to keep you from punishing a character's whiffed projectile.

What would a thunder god be without a Lightning Bolt? It hits about chest high and can be avoided without much effort. However, it's good for keeping the opposing player where you want them.

The Shocking Touch is like a throw and strictly reserved for close combat. It's blockable, so only use it to surprise your opponent. Use it to gain a better position once it connects, since it tosses enemies about two-thirds of the screen away.

Raiden's Flying Thunder God is his signature move. After pushing an enemy across the arena, Raiden flips back to safety. It won't knock an opponent down while they're in the corner, but there's still nowhere for them to go. If you've got an adversary pinned, use it to slam them and wind up directly beside them to continue the pummeling.

STRATEGY FOR RAIDEN

Raiden is a guerrilla fighter. His specials are made for one of two things: close combat or distance. There is no middle range game for him. Use Static Teleport to get in close and deliver a Shocking Touch when an opponent tries to throw a projectile. His Flying Thunder God crosses the entire screen, but if they're as far as possible and continue to move back, Raiden will stop directly in front of them without delivering a blow. Throw them as soon as you stop if this occurs. Raiden's weakpoint is medium range, about half a screen away. Therefore, stay as far back as possible until you snatch the opportunity to initiate a combo with Static Teleport. Beware that Ermac and Kenshi can catch Raiden while in the middle of his Flying Thunder God move. Once in close, Raiden's styles offer plenty to keep opponents occupied.

The Nan Chuan style is all about the juggle and positioning. This is a perfect stance for ring out setups. The Flying Thunder God, used in any juggle, pushes enemies across the screen. Use Overhead Chop to do a simple popup, repeat it and finish with the Flying Thunder God to pin an opponent. Once finished, hit them with Natural Way to bounce them into another juggle and a ring out. If that doesn't work, throw in the Power Bolts for another juggle chance that transitions into the Jujutsu stance. Use Out of Order to mix up the attacks and switch into Jujutsu, but retain the juggle/Flying Thunder God setup. If none of this seems to be working, use Rend. This devastating combo transitions into the Staff stance and allows Raiden to continue the combo after the stance change.

The Jujutsu style is largely transitional. The main moves are Heavenly Strikes, Dark Thunder and Chain Lightning. One of Raiden's best ring out moves, Heavenly Strikes pops enemies up and can be repeated. Dark Thunder is his fastest way to swap into the Staff stance. If executed at the correct range, the jabs will miss, baiting your now overconfident opponent to walk right into the staff as it swings up. It also has great reach while switching to the Staff stance.

If you're forced into playing a medium range game, this is Raiden's only chance at mounting an offense. The Leaping Strike is his main juggle starter; use it to lead into a Flying Thunder God. If an enemy is keeping you at mid range, toss a Reaching Strike into the mix. This move hits from far away (almost three-quarters of a screen) and knocks opponents down. It won't ring them out though. If you manage to close in while still in Staff stance, hit them with a Static Stick. It knocks them down, but won't ring them out. Use the Jujutsu style for your best ring out options.

RAIDEN COMBOS

COMBO 1

Nan Chuan Style, 5 Hits, 25 Damage

COMBO 2

Staff Style, 6 Hits, 25 Damage

COMBO 3

Nan Chuan Style, 7 Hits, 22 Damage

COMBO 4

Staff Style, 7 Hits, 28 Damage

COMBO 5

Nan Chuan Style, 9 Hits, 25 Damage

COMBO 6

Jujutsu Style, 8 Hits, 27 Damage

COMBO 7

Jujutsu Style, 6 Hits, 28 Damage

COMBO 8

Nan Chuan Style, 9 Hits, 35 Damage

COMBO 9

Nan Chuan Style, 10 Hits, 34 Damage

COMBO 10

Nan Chuan Style, 12 Hits, 39 Damage

HAPKIDO

NAME	COMMAND	DAMAGE	NOTES
Right Cross	1	8	
Face Strike	2 + 1	8	
Twisting Palm	1 + 2	3	
Neck Chop	3	8	
Hammer Fist Uppercut	1 + 3	13	Uppercut
Axe Kick	4	4,3	
Knee Knockdown	2 + 4	4	
Hop Sweep	2 + 4	11	Knockdown
Back Sweep	3 + 4	7	
Snap Kick	4	8	
Front Sweep	1 + 4	7	
Backside Kick	2 + 4	11	
Front Thrust Kick	1 + 3	8	Launcher
Flowing Water	3, 3, 4	8,6,4	Knockdown
Inner Power	3, 3, 3	6,6,6	
Spectre Blast	3, 2 + 3	4,3,6	
Lethal Legs	4, 2 + 4	8,8	
Liftoff	4, 4 + 4	8,7	Launcher
Burning Soul	3, 4, 4 + 4	8,5,5,4	Launcher
Sinking Leaf	2 + 4, 2 + 4	4,11	Knockdown
Doombringer	3, 3, 2 + 4	8,5,5,8	Knockdown
Painless	3, 3, Stance Change, 3, 2 + 4	8,6,4,4,3	Knockdown
Death Fingers	3, 3, Stance Change, 4, 4	6, 6, 4, 3, 3	
Kruncher	3, 3, Stance Change, 4, 4	6, 6, 4, 3, 3	
Flurry Kicks	3, 3, Stance Change, 4, 4, 4, 4	6, 6, 4, 3, 3, 1, 1	
Hell on Earth	3, 3, Stance Change, 4, 4, 4, Stance Change	6, 6, 4, 3, 3, 1, 3	

MOTAH

NAME	COMMAND	DAMAGE	NOTES
Stone Hand	1	5	
Ducking Knife Thrust	1 + 3	3	
Angry Wind	2 + 3	9	Knockdown
Stone Fingers	4	9	
Blackout	2 + 4	11	
Rising Uppercut	1 + 4	13	Uppercut
Snap Kick	3	7	
Leaping Crescent Kick	2 + 3	6	Knockdown
Pecking Toe	2 + 3	4	
Turning Low Kick	1 + 4	4	
Stomach Smasher	3	8	
Horse Shoe	1 + 3	4	
Low Fury	2 + 3, 3	4,2	
Fingers of Death	3, 3, 3	6,4,3	
Double Top Kick	3, 3	7, 2	
Pain Taps	3, 3, 3	7, 2, 2	Knockdown
Chain Combo	3, 3, 3, 3, 3	6, 4, 4, 4, 1, 1	Knockdown
Sharp as Hell	3, 3, 2 + 3	6,4,5	Knockdown
Krazy Rush	3, 3, 3	6,4,4	

MUGAI RYU

NAME	COMMAND	DAMAGE	NOTES
Bloody Tip	1	7	
Hilt Blunt	2 + 3	9	Launcher
Ducking Horizontal Slash	1 + 3	5	
Horizontal Slash	4	7	
Swinging Vengeance	1 + 4	8	Uppercut
Dark Lifter	2 + 4	10	Launcher
Double Handed Uppercut	1 + 4	15	Uppercut
Fiery Saber	3	11	
Agony's Edge	2 + 3	12	Knockdown
Speed Demon	2 + 3	8	Knockdown
Low Thigh Slash	1 + 3	4	
Gut Slicer	3	8	
Ankle Slash	2 + 3	7	
Toe Poke	1 + 3	3	
Bloodfire	3, 3	7,5	
Bloodbath	3, 3, 3	7,5,5	
Swift Fire	3, 3, 3	7,5,6	Knockdown

SCORPION

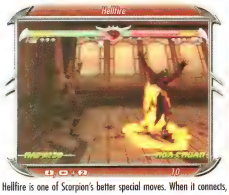
SCORPION THROW

Scorpion's throw won't make any friends, but reveals his new level of viciousness. A quick Backflip Kick or Hellfire are perfect follow ups to the throw and add to the pain.

SCORPION FATALITY

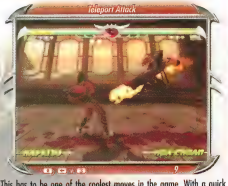
SCORPION SPECIAL MOVES

Scorpion's most famous move, the Bloody Spear isn't as combo friendly as it once was, but can still catch airborne or countering opponents when they're open. It has a full screen range as an added bonus. GET OVER HERE!



Hellfire is one of Scorpion's better special moves. When it connects, the flames rise and cause 10% damage. Use it to catch defensive opponents or those on the ground. It's also the perfect move for finishing your combos off with style.

Scorpion's new flash kick, the Backflip Kick, can be used as a good anti-air attack and a solid attack from wake up. It's incredibly quick and has little recovery time.



This has to be one of the coolest moves in the game. With a quick flash of smoke, Scorpion quickly disappears and reappears behind the opponent with a brutal kick into the opponent's spine. It's fast, but not combo friendly.

SCORPION COMBOS

COMBO 1

Mugai Ryu Style, 5 Hits, 25 Damage

COMBO 2

Hapkido Style, 9 Hits, 31 Damage

STRATEGY FOR SCORPION

Scorpion's recent incarnation gives fans even more to love. He's full of combos and quick moves to accentuate his strengths. Whenever possible, remain in the Hapkido and Mai Fah stances, since both can combo into each other. Use Mugai Ryu as a transition to keep the combos flowing. Use the combo breaker if you're in a bind or attack with the Backflip Kick. If those don't work, use the Teleport Attack. Mix these moves up for the best results. Scorpion has enough special moves to fend off counter or airborne attacks. When pushing the attack, play a high low game with the Hapkido stance as it has plenty of options to lead into combos. Use Hellfire to catch opponents off guard and then combo them while they writhe in the flames.

Most of Scorpion's devastating combos originate in the Hapkido stance. The Burning Soul combo string can be followed with just about any of his moves. Most of his standing punches are jungle attacks, so be cautious when using them. If you find that your opponent forgets about blocking low, use Scorpion's Hop Sweep to catch them off guard. his Axe Kick is great since it offers two hits in a single attack!

Mai Fah is full of single knockdown attacks. Although some, like Angry Wind, are good and powerful, they won't lead into combos. However, his Stone Hand is the exception and can lead into punishing chains. Stone Fingers has excellent range, but it's a single-hit attack. Although it doesn't have as many combo options as the Hapkido stance, the Mai Fah style has high damage potential.

Damage and distance are the keys to the Mugai Ryu stance. Most of the attacks are slow and have dangerous recovery times, but Scorpion can keep opponents at bay with ease. His Ankle Slash is a good distance attack that hits low and the Double Handed Uppercut serves as an excellent anti-air move. Overall, this is a transition stance that you shouldn't linger in.

COMBO 3

Hapkido Style, 5 Hits, 21 Damage

COMBO 4

Hapkido Style, 9 Hits, 40 Damage

(2, 2, 2, 3) Scissor Sweep
(4), Power Sweep

COMBO 5

Hapkido Style, 11 Hits, 50 Damage

(2, 2, 3) Scissor Sweep
(4), Power Sweep

COMBO 6

Hapkido Style, 12 Hits, 53 Damage

(2, 2, 3) Scissor Sweep
(4), Power Sweep

COMBO 7

Mugen Ryu Style, 12 Hits, 41 Damage

(2, 2, 2, 1) Scissor Sweep, (4), Power Sweep

COMBO 8

Hapkido Style, 13 Hits, 53 Damage

(2, 2, 2, 3) Scissor Sweep
(4), Power Sweep

COMBO 9

Hapkido Style, 14 Hits, 42 Damage

COMBO 10

Hapkido Style, 14 Hits, 52 Damage

(2, 2, 3) Scissor Sweep
(4), Power Sweep

SCORPION

SINDEL

ZHEN CHUEN

NAME	COMMAND	DAMAGE	NOTES
Yoke Punch	1	6	
Chest Clincher	4 + 1	10	Launcher
Mantis Claw	3 + 1	5	
Roaring Overhead	2	9	
Southern Uppercut	3 + 2	13	Uppercut
Rising Axe Kick	3	12	Launcher
Spring Leg	1 + 3	11	Knockdown
Low Spring Kick	1 + 3	8	
Twisting Sweep	4 + 3	7	Knockdown
Southern Sidekick	3	7	
Slithering Foot	1 + 4	4	
Muslim Fists	1, 1	6,4	
Justice	1, 1, 1	6,4,3	
Burning Fist	1, 1, 2	6,4,5	Launcher
Spider Legs	3, 3	7,2	
Revenge	3, 3, 4	7,2,1	
Cunning Killer	3, 3, 3, 1	7,2,1,1	
Killer Kick	1, 1, Stance Change	6,4,2	Launcher
Sneaky Fist	3, 3, 1, Stance Change	7,2,1,2	Knockdown

FU JOW PAI

NAME	COMMAND	DAMAGE	NOTES
Straight Claw	1	6	
Knee Strike	2 + 3	4	
Knee Claw	1 + 3	3	
Upward Paw	4	8	
Tiger Strike	2 + 4	12	Knockdown
Uppercut	1 + 4	13	Uppercut
Back Kick	3	8	
Spinning Low Kick	1 + 3	3	
Roundhouse	3	10	
Lifting Kick	1 + 3	3	Launcher
Shin Kick	2 + 3	4	
Low Toe Kick	1 + 3	3	
Bloodshed	3, 3	8,8	
The Queen	3, 3, 3	6,5,2	
Wandering Claws	3, 3, 3	6,5,4	
Black Tiger	3, 3, 3, 3, 3	6,5,2,4,3	
Black Widow	3, 3, 3, 3, Stance Change	6,5,2,4,4	
Khan's Kontrol	3, 3, 3, Stance Change	6,5,4,4	Launcher
Darkness	3, 3, 3, 3, Stance Change, 3, 3	6,5,2,4,4,4,1	Launcher
Tigh Cut	3, 3, 3, 3, Stance Change, 3, 3, 3	6,5,2,4,4,4,2,1	

KWAN DO

NAME	COMMAND	DAMAGE	NOTES
Gouging Slash	1	12	
Berserk Chop	1 + 3	15	Launcher
Chin Cut	1 + 3	3	
Head Chopper	4	11	
Twisting Hilt	2 + 4	12	
Turning Amazon	1 + 4	8	
Reaching Edge	1 + 4	4	
Ranged Blade	3	8	
Feet Cutter	2 + 3	7	
Rising Kwan End	1 + 3	7	Launcher
Whirlwind Chop	1 + 4	4	
Liver Slice	1	7	
Head Saw	1 + 3	5	
Ancient Secret	3, 2 + 3	12,5	Launcher
Sindel's Edge	3, 2 + 3	12,5	
Cutting You Up	3, 3	7,5	
Slashing Queen	3, 3, 3	7,5,4	Launcher
Keeping Distance	3, 3, 3	7,5,4	

SINDEL

SINDEL THROW

Sindel's throw has fantastic range for her follow up attacks. Use the Star Streamer or the Banshee Scream if they decide to attack after being thrown; they're in perfect range for pain.

SINDEL SPECIAL MOVES

Sindel's Banshee Scream is a great move if you connect. It has good range, almost to half screen, and comes out quickly. If you miss, however, you'll definitely have to pay for it. The move is similar to the ***Mortal Kombat 3*** version, but the opponents is drawn to you at a faster rate and pushes you back when someone's caught in it. Beware using it near a corner!

The Star Screamer survived the transition into the new generation. It still comes out the same way, but seems to have gained a small amount of speed. It hits at mid level, causing a small push back (about a step) and is useful for keeping foes at a distance.

Sindel's only new special move, the Sliding Foot Grab, is her best move by far. It propels her hands-first toward the opponent's legs and, if it connects, knocks them back with a kick. Follow it up with a Star Screamer or anything to keep the pressure on. It dips under projectiles and is much faster than her dash, so use it to gain position or to trounce projectile-reliant players. It also has excellent range, about two-thirds of the screen, so abuse this move to speed all over the arena and keep you enemy on the defensive.

STRATEGY FOR SINDEL

The perfect character for intermediate players to use, Sindel has good movement that a knowledgable player can use to their advantage. Her Banshee Scream allows even the newest beginner to get at least a few hits in and, if used well avoiding ill-timed screams, you'll avoid the counterattacks. Use the Sliding Foot Grab do duck under projectiles and to move in quickly from a distance. Her widely varying styles make her a formidable fighter when you take advantage of their differences.

In Sindel's Zha Chuan stance, she gains a few great juggle starters. Her Rising Axe Kick is a quick, single hit that's great for setting up the Banshee Scream. It's also one of her fastest juggle starters. The Chest Clincher tosses enemies, but not as far as the Rising Axe Kick, so it's repeatable up to three times. Use this to move your opponent across the arena and to position them for a ring out. Sindel's Killer Kick is a fast, three-hit combo that transitions into the Fu Jow Pai style and sets enemies up for a juggle.

The Fu Jow Pai stance is mostly a transitional stance, but it has a few shining moves that switch into the other stances. Her Lifting Kick actually leaves her in Fu Jow Pai and sets enemies up for a close juggle. It can also repeat twice. Khan's Kontrol switches into the Kwan Do stance; use it as a fast transition and a possible setup for a Banshee Scream. Darkness, a long, seven-hit combo, sends Sindel into the Kwan Do stance and enemies into a bounce from which you can juggle them.

With the long reach of Sindel's weapon, the Kwan Do stance is all about juggling. The Berserk Chop sends enemies skyrocketing into one of the highest bounces in the game. You simply can't pass up the chance to smack enemies a few times as they plummet back to the arena. Use the Rising Kwan End to gain a bit of space and nail enemies with a juggle. The Ancient Secret, a two-hit popup, seems to combine the Berserk Chop and the Rising Kwan End. It has a small launch, but doesn't toss foes too far away, leaving them open for almost anything. Use it sparingly, but don't ignore it. The Slashing Queen is a long-reaching, three-hit combo ending in a small bounce. Use it when opponents are out of reach for some of her stronger moves.

SINDEL COMBOS

COMBO 1

Kwan'Do Style, 4 Hits, 32 Damage

COMBO 2

Kwan'Do Style, 5 Hits, 30 Damage

COMBO 3

Zhu Chuan Style, 3 Hits, 30 Damage

COMBO 4

Kwan'Do Style, 5 Hits, 31 Damage

COMBO 5

Zhu Chuan Style, 7 Hits, 23 Damage

COMBO 6

Zhu Chuan Style, 7 Hits, 23 Damage

COMBO 7

Zhu Chuan Style, 8 Hits, 36 Damage

COMBO 8

Fu Jow Pai Style, 8 Hits, 32 Damage

COMBO 9

Zhu Chuan Style, 10 Hits, 30 Damage

COMBO 10

Fu Jow Pai Style, 12 Hits, 27 Damage

SHOTOKAN

NAME	COMMAND	DAMAGE	NOTES
Spear Hand Strike	❶	7	
Forward Elbow Strike	⓫ + ❶	7	
Lower Knee Strike	❷ + ❶	4	
Sword Hand Strike	❷	8	
Rising Jackhammer	❶ + ❷	13	Uppercut
Mountain Punch	⓫ + ❷	8	Launcher
Rising Thrust Kick	❸	10	
Side Snap Kick	⓫ + ❸	9	
Low Snap Kick	❷ + ❸	4	
Thrust Kick	❸	7	
Low Strike	❷ + ❸	4	
Low Shin Kick	⓫ + ❸	4	
2-Hit Trick	❸, ❷	10,5	
Cold As Ice	❶, ❶	7,3	
Triple Threat	❸, ❸, ❸	7,3,4	
Cold Feed	❶, ❸, ❸	7,3,5	
Cheap Cold Shot	❸, ❸, ❸	7,3,4	Knockdown
Frigid Touch	❶, ❸, ❸, ❷	7,3,5,2	
Lin Kuei's Secret	❸, ❸, ❸, ⓫ + ❸	7,3,5,4	Knockdown
Ultimate Shogun	❸, ❸, ❸, ⓫ + ❷	7,3,5,2	Launcher
King's Crown	❸, ⓫ + ❸	10,5	Knockdown
Peaceful Mind	❸, ⓫ + ❷	10,3	Launcher
Icy Pain	❸, ❸, ❸	7,6,4	
Cloud Hands	❸, ❸, ⓫ + ❸	7,6,4	
Iron Horse	❸, ❸, ⓫ + ❷	7,6,3	Launcher
Rock Solid	❸, ❸, ❸, Stance Change ❸	7,6,4,3,2	
Lin Kuei Storm	❸, ❸, ❸, Stance Change, ❷, ❸	7,6,4,3,1,2	
Zero Below	❸, ❷, ❸, Stance Change, ❷, ❸	7,6,4,3,1,1	Knockdown
Frosty	❸, ❸, ❸, Stance Change, ❷, Stance Change	7,6,4,3,1,7	Knockdown
Thin Ice	❸, ❸, ❸, Stance Change, ❷, ⓫ + ❷	7,6,4,3,1,2	Knockdown
Dark Fists	❸, ❸, ❸, Stance Change	7,3,5,4	Launcher
Cold Blade	❸, ❷, ❸, Stance Change, ❸, ❷, Stance Change	7,6,4,3,2,1,3	Launcher

DRAGON

NAME	COMMAND	DAMAGE	NOTES
Back Knuckle Strike	3	7	
Ducking Claws	1 + 3	4	
Upper Lunge Punch	4 + 3	9	
Sun Fist	2	8	
Dragon Attack	4 + 2	11	Knockdown
Uppercut	1 + 2	8	Uppercut
Roundhouse Kick	3	8	
Low Talon Strike	1 + 3	6	
Front Stomp Kick	3	6	
Wheel Turning Kick	1 + 3	10	Knockdown
Sidestep Claw	4 + 3	11	Knockdown
Low Dragons Kick	1 + 3	4	
Yielding Fire	3, 3	7,6	
Ice Pop	1, 3, 2	7,5,3	Launcher
Tiger In Cave	3, 4 + 2	6,7	Knockdown
Dragon Dance	3, 4 + 3	7,7	
Silent Dragon	3, 2, 3	7,3,6	
Dragon Plays with 7 Stars	3, 2, 3	7,3,3	Knockdown
Ice Maker	3, 2, Stance Change	7,3,7	Knockdown
3-Hit Claws	3, 2, 4 + 2	7,3,6	Knockdown
Twist of the Tiger	3, 2, 1 + 3	7,3,5	Knockdown
Chill Out	3, 3, 2, Stance Change	7,3,5,3	Launcher

FIGHTING STANCE

NAME	COMMAND	DAMAGE	NOTES
Overhead Swing	3	7	
Downward Stab	1 + 3	3	
Spinning Slash	4 + 3	12	
Overhead Smash	1 + 3	12	Knockdown
Blade Lunge	2	9	
Icy Lift	4 + 2	11	Launcher
Kori Uppercut	1 + 2	15	Uppercut
Frosty Slash	3	11	
Thigh Ripper	1 + 3	5	
Back Kick	3	8	Knockdown
Sweep Kick	4 + 3	5	Knockdown
Crouching Slash	1 + 3	4	
Bitter Blade	3, 4 + 3	7,9	Knockdown

SUB ZERO FATALITY

SUB ZERO

SUB-ZERO SPECIAL MOVES

Sub-Zero entices his opponents to attack him, but catches them off guard as he teleports backwards, leaving an Icy Clone of himself. When the opponents touch the clone, their bodies freeze, leaving them open for pain. All damage is scaled down when the opponent is originally frozen.

With Ice Blast, Sub-Zero throws a ball of ice at the opponent and freezes them on contact. The obvious truth is that it's a perfect combo starter. It leaves the opponent frozen until (a) you hit them or (b) they thaw out a few seconds later. All combos are scaled down if they begin with an ice effect.

Sub Zero's Cold Shoulder is a suitable replacement for his slide that he lost from previous versions of Mortal Kombat. As Sub Zero slides along the ground, he freezes the ground. This move is extremely fast and catches sleeping opponents off guard. It is also a great move to use at the end of a combo for that extra damage you might need for a round clinching victory.

SUB ZERO THROW

Sub Zero's Rib Breaker is a good throw overall because of the damage. After bending an enemy back over his knee and shoving his forearm into the gut of the poor soul, he then proceeds to flip them away. There are no combo possibilities out of the Rib Breaker, but this is a great follow-up to the Freeze Ball or Ice Clone.

STRATEGY FOR SUB ZERO

Patience is required to play Sub-Zero properly. Since his moves are limited, rely on timing a counter and lure them into an Ice Clone. Counter ALL projectiles with Ice Blasts. This stuns enemies long enough for a rush and a quick combo, or an Ice Clone. The Ice Clone punishes those that jump in and Ice Blast is great for trading licks. It may come down to a war of attrition, but (if you plan) you should come out ahead.

The Shotokan stance has many options, mostly involving launchers. His best launcher is Iron Horse, because it starts out with a quick move and proceeds into a launcher. Follow it up with a combo for max damage. If you need to transition into another stance, use Dark Fists or Cold Blade.

Sub-Zero's second stance is Dragon in which he resembles a dragon waiting to strike. This stance is known for the obscene amount of knockdown moves where many can lead to ring outs. He has two combos that end in the Kori Blade stance: Chill Out and Ice Maker. Chill Out is the launcher starter, so use this when working into Kori Blade for max damage.

His third stance, Kori Blade, has Sub-Zero's Icy Lift. It's fast and deadly. It lifts your opponent into the air and sets them up for a big combo. It's also an awesome starter for ring out combos. The best way to ring out an opponent is to use Icy Lift, followed by another Icy Lift and finished with a Back Kick. He doesn't have many moves in this stance, so concentrate on the ones that work.

SUB-ZERO COMBOS

COMBO 1

Kori Blade Stance, 4 Hits, 31 Damage

COMBO 2

Shotokan, 5 Hits, 24 Damage

COMBO 3

Dragon Stance, 6 Hits, 23 Damage

COMBO 4

Shotokan Style, 7 Hits, 28 Damage

COMBO 5

Kori Blade Style, 6 Hits, 35 Damage

COMBO 6

Dragon Style, 7 Hits, 29 Damage

COMBO 7

Shotokan Style, 7 Hits, 31 Damage

COMBO 8

Shotokan Style, 10 Hits, 28 Damage

COMBO 9

Shotokan Style, 11 Hits, 29 Damage

COMBO 10

Shotokan Style, 11 Hits, 34 Damage

ZI RAN MEN

NAME	COMMAND	DAMAGE	NOTES
Reaching Punch	❸	9	
Knee Punch	❶ + ❸	4	
Double Handed Knee Strike	❷	12	
Natural Palm	❷ + ❷	11	Knockdown
Radical Uppercut	❶ + ❷	13	Uppercut
Hi-Heel Kick	❸	12	
Shin Destroyer	❷ + ❸	8	
Foot Smash	❶ + ❸	5	
Sidekick Bruiser	❸	7	
Low Chip Kick	❶ + ❸	4	
Perfect Form	❸, ❸	9,5	
Good Seasons	❷, ❷ + ❷	12,7	Launcher
Bloody Boots	❸, ❸	7,2	
Sneaky Heels	❷ + ❸, ❷ + ❸	8,8	
Mind and Body as One	❸, ❸, ❸	9,5,3	Launcher
My Lucky Feet	❸, ❸, Stance Chance, ❸	7,2,8,5	Knockdown

YUE CHUAN

NAME	COMMAND	DAMAGE	NOTES
Knuckle Hand	1	7	
Wide Double Arm Palm	2 + 1	13	Knockdown
Grasping Palm	2 + 1	4	
Forearm Strike	2	12	
Uppercut	1 + 2	13	Uppercut
Stomach Palm	1	8	
Low Freaky Kick	2 + 3	3	
Low Turning Kick	2 + 3	7	Knockdown
Side Kicker	3	11	
Low Turning Kick	2 + 3	5	
Knuckle Punches	1, 1	7,5	
Knuckle Master	1, 1, 1	7,5,4	
Pelvis Ripper	3, 3	8,4	
Finishing Touch	2, 2 + 3	12,7	Knockdown
Let's Dance	1, 1, 2	7,5,7	Launcher
Power Heels	3, 3	11,7	Knockdown
All Skill	3, 2, 2 + 1	8,7,7	Knockdown
Toad Style	2, Stance Change, 2 + 3	12,8,4,2	Launcher
All For You	2, Stance Change, 3, 3	12,8,4,2,1	
Do You Feel It	2, Stance Change, 2	12,8,4,2	Knockdown
Twisty Edges	2, Stance Change, 3, 3	12,8,4,3,2	
Kobu Jutsu X-FER	2, Stance Change, 3, 3, 1 + 3	12,8,4,3,2,1	Knockdown

KOBU JUTSU

NAME	COMMAND	DAMAGE	NOTES
Underarm Twirl	1	10	
Overhead Smash	2 + 1	7	Launcher
Inward Dual Strike	2 + 1	10	Knockdown
Crossing Low Strike	2 + 1	4	
Head Basher	2	7	
Razor Swipes	2 + 2	10,7	
Cutting Uppercut	2 + 2	15	Uppercut
Crossing Tonfa	3	9	
Crushing Side Blow	2 + 3	8	Knockdown
Low Snap Kick	2 + 3	6	
Elbow End	3	8	
Long Ranged Trip	2 + 3	7	Knockdown
Defensive Bash	2 + 3	6	Launcher
Walking Short Kick	2 + 3	4	
Underarm Slap	1, 1	10,6	
Dual Tonfa Snuff	1, 1, 2 + 1	10,6,4	
Wonder Twirls	2 + 2, 2	10,7,5	
Slicing Wind	2 + 2, 2 + 1	10,7,4	Launcher
Razor Wands	2 + 2, 2, 1	10,7,5,3	
Head Knocker	2 + 2, 2	10,7,4	Knockdown
Tonfa Steel End	2 + 2, 2	10,7,3	
Billy Club Pain	2 + 2, 2, 3	10,7,3,2	
Striker Sticks	3, 3	6,3	
Spinner	2 + 2, 3, 3, 2 + 1	10,7,5,3,2	Knockdown

TANYA THROW

Tanya's throw has great ring out potential. If executed in the corner, it won't ring an opponent out and leaves Tanya standing on top of them ready to combo into Sneaky Hands. However, if used for the full screen effect, use it in combination with her Air Fire Blast to keep opponents at bay.

TANYA SPECIAL MOVES

Tanya's Human Cannon Drill drops her low to the ground and flips her opponent overhead. She can slide under projectiles and work combos into the game after successful hits. Since it comes out fast, napping opponents can be caught off guard, but it's best used in combos when fighting more adept opposition.

Tanya's Air Fire Blast comes down at a 45-degree angle and is useful for keeping enemies at a distance. Due to the slight delay in execution, enemies can take advantage of this move, so don't use it if you're inside an enemy's range.

The Surging Blast flies parallel to the ground and hits at mid level with a slight knock back effect. It's too slow to combo with and can easily be leaped over by opponents with a juggle or combo in mind. Watch out for counter-oriented players.

Timing and distance make the Split Flip Kick tough to use properly. It only hits at the end of the move and doesn't have combo options. It won't ring an opponent out, but does have a knockdown effect. Be careful not to use it past about one-third of the screen.

Find Me will have old school Reptile fans loving the move. After a brief flare, Tanya disappears from view until she's hit or repeats the move and reappears. Knowing your location and that of your opponent is crucial when using Find Me. On occasion, remain still and surprise someone who's expecting a full assault when Find Me is executed.

STRATEGY FOR TANYA

Tanya is at home just out of arms' length from her opponent. She has solid moves that have her "dash" in and good reach as well. She's more of a poke character than most, relying on fast strikes that sneak through an enemy's defense. Use careful timing and strike when an opponent is vulnerable, even while they're recovering, initiating a slow move, or standing up.

In Tanya's Zi Ran Men stance, the Good Seasons is a good example of a poke launcher. It's deceptive and has a farther range than one might expect. Repeating it twice in succession leads to a quick, four-hit combo. Her Sneaky Heels knocks opponents down and keeps her in poke range. With Mind and Body as One, Tanya strikes and sneaks a kick launcher into the mix, leaving enemies open for a juggle. Use it on standing opponents and leave them in Tanya's perfect range for a ring out attempt. Lucky Feet is a good move to counter a missed punch and switching into the Yue Chuan style.

Use her Yue Chuan style when opponents avoid the poke game; it's her close in style. Lets Dance launches enemies giving either juggle options or time to reset your range before they recover. If used to maintain range dominance, continue reverting to poke range and frustrate your opponents by countering their missed attacks. Toad Style is a small combo that bounces opponents to juggle height and transitions into the Kabu Jutsu stance.

The three-hit combo of choice in the Kobu Jutsu stance is Tanya's Overhead Smash. It doesn't do a ton of damage, but it tosses enemies about half a screen away. Reset into her favored poke range as they stagger to their feet and use the Defensive Bash to launch enemies high into the air. This move screams, "Juggle me!" and there's plenty of time to consider your options. The Spinner is her best close range move in this stance. It's fast and inflicts plenty of damage, more than enough to quickly end a round.

TANYA COMBOS

COMBO 1

Zi Kan Man Style, 5 Hits, 26 Damage

COMBO 2

Zi Kan Man Style, 5 Hits, 26 Damage

COMBO 3

Yue Chuan Style, 6 Hits, 31 Damage

COMBO 4

Zi Kan Man Style, 7 Hits, 33 Damage

COMBO 5

Zi Kan Man Style, 8 Hits, 31 Damage

COMBO 6

Kobu Jutsu Style, 8 Hits, 32 Damage

COMBO 7

Yue Chuan Style, 9 Hits, 33 Damage

COMBO 8

Yue Chuan Style, 8 Hits, 34 Damage

COMBO 9

Yue Chuan Style, 9 Hits, 34 Damage

COMBO 10

Yue Chuan Style, 9 Hits, 33 Damage

TANYA

SHUJINKO

MANTIS

NAME	COMMAND	DAMAGE	NOTES
Sideways Poke	1	8	
Low Mantis Claw	2 + 3	4	
Leaning Fingers	2	9	
Mantis Takes Prey	4 + 2	11	Launcher
Stone Column	1 + 2	10	
Mantacut	1 + 2	13	Uppercut
Creature Kick	3	11	
Forceful Ball Kick	1 + 3	11	Knockdown
Sting Tap	4 + 3	5	
Low Kick	1 + 3	4	
Leaping Mantis Legs	3	7	
Upward Leg	1 + 3	10	Launcher
Long Swoop Kick	4 + 3	7	Knockdown
Hiding Mantis Claws	4 + 1	7	
Creeping Mantis	1 +3	4	
Deadly Bent Wrists	3, 3	8,5	
Looking for Prey	3, 3, 3	8,5,4	
Time to Hunt	3, 3, 3	8,5,8	
Stunning Prey	3, 3, 3 + 3	8,5,6	Knockdown
Metal Mantis	3, 3, 2	8,5,5	
Scratch It Up	3, 3, 3, 3	8,5,5,2	Knockdown
Old Timer	3, 3, 3, 4 + 2	8,5,5,3	Launcher
Stone Mountains	4 + 3, 3	7,4	
Time and Space	4 + 3, 3, 3	7,4,4	
Secret Hands	4 + 3, 3, 3 + 3	7,4,4	Knockdown
Take Kontrol	4 + 3, 3, 3, 4 + 2	7,4,4,2	Launcher
Perfection	3, 3, 2, Stance Change	8,5,5,2	Launcher
Big Slice	4 + 3, 3, 3, Stance Change, 3, 3, 3, Stance Change		
Zero	4 + 3, 3, 3, Stance Change, 3, 3, Stance Change, 3	7,4,3,3,4,2,3,2	Knockdown
Mighty Jinko	3, 3, 3, Stance Change, 2, 3, 3	7,4,3,3,4,2,1	
Sifu Shujinko	3, 3, 3, Stance Change, 3, 3, 4 + 3	8,5,4,3,3,2,3	Knockdown
World Ruler	4 + 3, 3, 3, Stance Change, 2, 3, 3	7,4,3,3,4,2,1	
Hardcore	4 + 3, 3, 3, Stance Change, 3, 3, 4 + 3	7,4,3,3,3,2,3	Knockdown

SHAOLIN FIST

NAME	COMMAND	DAMAGE	NOTES
Center Punch	1	4	
Shielding Wrists	2 + 3	7	
Stone Cracker	2 + 3	7	Launcher
Ducking Iron Fist	1 + 3	3	
Forward Wrist Snap	2	7	
Upward Temple	2 + 4	12	Knockdown
Cement Blaster	2 + 4	11	Knockdown
Jackhammer	1 + 4	13	Uppercut
High Heel Kick	3	9	
Turning Kick	2 + 3	7	Knockdown
Low Steel Foot	1 + 3	3	
Ball Toe Strike	3	7	
Steel Leg Trip	2 + 3	7	Knockdown
Spinning Low Kick	1 + 3	4	
Fist of Pain	1, 2	4,5	
Monk Legion	1, 2, 3	4,5,4	
Strength and Honor	2, 3	7,5	
White Tiger	2, 2, 3	7,5,5	
Graceful Speed	1, 2, 3, 3	4,5,4,2	
Stealth Monk	1, 3	4,5	
Bludgeon Fist	1, 3, 3, 2 + 4	4,5,4,4	Knockdown
Precise Killing	1, 3, 3, 3	4,5,4,4	Knockdown
Sneaky Legs	3, 3	7,5	
Poor Soul	1, 2, 3, Stance Change	4,5,4,5	
Explorer	1, 2, 3, Stance Change, 1	4,5,4,5,3	Knockdown
Plane Searcher	1, 2, 3, Stance Change	4,5,4,6	Knockdown

DAN TIEN PAO

NAME	COMMAND	DAMAGE	NOTES
Mountain Wind	1	12	
Leg Taker	2 + 3	15	
Crouching Low Slice	1 + 3	4	
Melon Slicer	2	14	Knockdown
Upward Moon Slice	1 + 2	8	Launcher
Uppercut	1 + 2	15	Uppercut
Quick Cut	1	13	
Leg Trip	2 + 3	9	
Shin Cutter	1 + 3	3	
Turning Sidekick	3	12	Knockdown
Ankle Slice	1 + 3	3	
Double Throat Cuts	1, 3	12,7	

SHUJINKO THROW

Shujinko's throw is excellent when use in the corner. It sets up his juggles perfectly since it bounces opponents into the perfect range.

SHUJINKO SPECIAL MOVES

One of Shujinko's better moves, the Throw Spear is dangerous if you miss with it. After throwing the spear into the opponent's neck and pulling them toward him, just pick a combo and let loose. Be quick, however, because there's only a two second stun. Only use Throw Spear when the connect chance is high since it travels slightly slower than most projectiles. Don't try to trade with it; if you get his after the spear connects, it knocks Shujinko out of the move without drawing the enemy close or even stunning them.

The Flaming Fist is great for countering projectiles, provided you see them coming. As Shujinko sidesteps (before the Flaming Fist actually leaves), it adds to the animation time. Knowing when to use this as a counter is a key to victory. Use it as an avoidance and to keep those wishing to follow their projectile in on guard. Don't try surprising someone with it, since the sidestep is a dead giveaway that a Flaming Fist is on the way.

For surprise moves, stick with the Flying Jinko. Shujinko leaps at the opponent and shoves them across the arena. It comes out quickly and can be used to retaliate out of nowhere.

Shujinko also has a Flip Scissor Kick that allows a quick advance with a small recovery time. Used in close, this move delivers two hits, but won't knock enemies down. Be ready to follow up with something to keep the pressure on and your enemy off balance.

Shujinko's Slide is his best bet for moving in quickly while minimizing the risk. Although the Flying Jinko is faster, and the Flip Scissor Kick hits twice, the Slide dips under projectiles and is easy to time. Countering an opponent's projectile is a snap. Use it to advance and toss opponents about two-thirds across the screen. Positioning with this move couldn't be easier.

The Ice Blast is Shujinko's most useful projectile. Use it instead of Throw Spear to trade projectiles since it freezes enemies in place. Use it for quick damage, or as a freeze allowing you to position Shujinko better before initiating a combo.

The Opponent Slam, Shujinko's best juggle starter, can reach from a half screen away. Bounce opponents into his waiting fists and use it to catch napping opponents. It has a long delay if blocked, so don't use it unless there's a good chance for a connection.

Flying Bicycle Kick

↓ ↘ + 4 *3,2,1,1,1,1,1,1*

Take the fight to the air with the Flying Bicycle Kick. It hits about chest high, driving opponents back. Use this to punish opponents that rely on low projectiles, or as a mixup with the Slide. It approaches at a slower rate than the Slide, so train an opponent to expect the Slide and crush them with the Flying Bicycle Kick.

STRATEGY FOR SHUJINKO

Shujinko is a well-balanced fighter. Effective from any range and possessing a wide variety of moves, Shujinko can adapt to any situation. His projectiles are timed differently and can be used to confound an opponent from long range; he has plenty of options from mid range and can punish enemies up close. Having a choice between many projectiles offers options limited to only a few combatants, and his normal move set is perfectly suited to his eclectic style.

Mantis Takes Prey is a solid juggle starter in Shujinko's Mantis style. The bounce at the end offers a juggle chance, or the opportunity to repeat the move into a quick, simple combo. An even better option is his Upward Leg that pops enemies up for an easier juggle. This move can also be repeated for another simple combo. Shujinko's Old Timer and Hardcore can destroy opponents. Hardcore transitions into the Shaolin Fist upon completion and can be devastating while an opponent is pinned against a wall. The recoil effect tosses opponents about three-quarter of the screen away.

Shujinko's Shaolin Fist is his most transition-oriented stance. Use it to delay opponents and fend them off long enough to switch into one of his other styles. Stone Cracker is the main juggle starter, repeatable up to three times. Clear some space with it to prepare for a special move or a transition. The Steel Leg Trip is a good poke with deceptively long range. It's great for keeping enemies off balance, leaving you time to set up for something else—like the Explorer. This combo moves into his Dan Tien Dao stance during its execution.

It's best to fight from about one-third of the screen away while in the Dan Tien Dao stance. This allows him to use the sword while remaining out of your foe's range. The Leg Taker is an excellent poke that pushes enemies back when hit and can easily lead to a ring out. Use the Upward Moon Slice up to three times in a row and toss in a juggle at the end. The Leg Trap is a fast poke; use it often. It keeps enemies away while allowing you to advance. If they're watching for it, hit them with an unexpected Double Throat Cuts to keep them guessing. Play the high/low game, keep them off balance and come at them with a sudden ring out for a win. This stance was made for that.

SHUJINKO COMBOS

COMBO 1

Mantis Style, 5 Hits, 25 Damage

COMBO 2

Mantis Style, 8 Hits, 25 Damage

COMBO 3

Mantis, 6 Hits, 29 Damage

COMBO 4

Shaolin Fist, 7 Hits, 36 Damage

COMBO 5

Shaolin Fist Style, 8 Hits, 27 Damage

COMBO 6

Mantis Style, 9 Hits, 30 Damage

COMBO 7

Mantis Style, 9 Hits, 27 Damage

COMBO 8

Dan Tien Dao Style, 7 Hits, 48 Damage

COMBO 9

Mantis Style, 11 Hits, 30 Damage

COMBO 10

Mantis Style, 16 Hits, 54 Damage

KONQUEST MODE

While the fighting side of Mortal Kombat: Deception is the heart of the game, Konquest Mode is where you'll spend most of your time when you first play the game. In this mode you follow the adventures of Shujinko as he grows from a young boy, to an old man. As you travel through six Realms, you'll come across old Mortal Kombat characters, chests that hold secrets hidden within the game, and Koins to open Koffins in the Krypt. Some of the chests found within Konquest Mode hold keys to unlock Koffins in the Krypt. Most of the hidden characters and stages can be found in these locked Koffins.

Konquest Mode consists of six Realms. Earthrealm, Netherrealm, Chaosrealm, Outworld, Orderrealm, and Edenia. The Earthrealm also contains a small village where your journey begins. Each of the six Realms, and the village, are divided into a grid of numbers and letters ranging from A1 to H8. This guide will tell you what is important in each Realm, and where it's located on the grid.

Certain battles throughout Konquest Mode will award you with Koins. The type of Koins that you receive always changes, however the amount remains the same. In this chapter you will find out how many Koins you will receive from each encounter, where the encounter takes place, and how to properly complete any missions that have been assigned to you. Some missions are mandatory in order to complete Konquest Mode, while others are simply optional side missions.

VILLAGE

This is where you begin your journey through Konquest Mode. Your character, Shujinko, is just a small boy, who must be trained by Master Bo' Rai Cho in the basic arts before he can move on to the rest of Earthrealm.

PRIMARY MISSIONS

MOVEMENT TRAINING—REWARD: 225 KOINS

You'll start the game with movement training courtesy of Bo' Rai Cho. This consists of learning how to dash, sidestep and duck. Once you have completed this training, you will receive 225 Koins.

Location B-6—Apep Shows You Around

Once your training is complete you will follow a student named Apep to all of Bo' Rai Cho's classrooms within the village. At each stop Apep tells you to go inside to begin your training.

LOCATION B-5: TRAINING—REWARD: 225 KOINS

LOCATION D-5: TRAINING—REWARD: 225 KOINS

LOCATION D-4: MISSION—GET HAM FROM THE BUTCHER

After your first two training sessions, you'll come across a guard blocking your way. In order to get through the hungry guard you need to go back to location C-6 and speak with the Butcher. The Butcher will give you the ham that you're looking for to feed the guard. Once you have the ham, go back and talk to the guard at location D-4, and he will let you pass. Now talk to Apep and your journey continues on to location C-4.

LOCATION C-4: TRAINING—REWARD: 225 KOINS

LOCATION A-3: TRAINING—REWARD: 20 KOINS

LOCATION A-1: TRAINING—REWARD: 20 KOINS

LOCATION D-2: MEET DAMASHI

You initial training is nearly complete and Shujinko wants to venture out into the world. However, Bo' Rai Cho will not let you pass until he feels you are ready. After you leave Bo' Rai Cho, you are greeted by Damashi, an emissary of the Elder Gods. He tells you of an important mission that you must undertake and grants you the power to absorb the fighting styles of anyone you encounter.

LOCATION D-2: CHALLENGE BO' RAI CHO —REWARD: 600 KOINS

After you fight against Bo' Rai Cho, he will offer to train you at his home outside of the village. From here on, you cannot access the village again, so if you have not done everything you wish to do in the village, do not Fight Bo' Rai Cho. Once the fight is over, you will move on to the Earthrealm map.

GRID BREAKDOWN FOR THE VILLAGE

LOCATION A-5
Chest: The chest here contains 250 Koins.

LOCATION B5
Question Mark: Random

LOCATION B6
Chest: Key inside for Koffin KI that opens up Scorpion's Alternate Costume

LOCATION C3
Chest: Key inside for Koffin ON that opens Kenshi up as a playable character.

LOCATION C4
Chest: 250 Ruby Koins
Music Note: The Key to Koffin KT this opens up Liu Kang's Tomb

LOCATION C6
Chest: The Key to open Koffin NO which holds the Bo' Rai Cho Puzzle Fighter character.
Chest: 200 Platinum Koins

LOCATION D1
Chest: The Key to open Koffin HB which contains the Yin Yang Puzzle Arena

LOCATION D5
Chest: The Key to Koffin GP which contains the Portal Arena.
Chest: 200 Sapphire Koins

EARTHREALM

Once you have completed your initial training and have received your new abilities from Damashi, it is time venture out of the village and into the rest of Earthrealm. Once you are in Earthrealm, you will have to perform a variety of missions before you can move on to the other five Realms. There are also plenty of side missions here that may keep you occupied for some time.

PRIMARY MISSIONS FOR THE EARTHREALM

LOCATION A-6: DAMASHI AND THE SIX KAMIDOGU

Before you get too far in Earthrealm, Damashi greets you. At this point he informs you of the mission that Shujinko is required to take for the majority of Konquest Mode. You need to travel to each of the six Realms and find the hidden Kamidogu, but first you must find the Earthrealm Kamidogu. Damashi will speak with you again once you have found it.

LOCATION C-4: BO' RAI CHO TRAINING

The first mission you are required to partake in is basic training with Bo' Rai Cho at his home. Here, Shujinko takes on the form of Bo' Rai Cho to learn his primary attacks in each fighting style, as well as his special attacks, combos, and basic juggles. You will be rewarded with Koins after each successful training session. By the time the training is complete, Shujinko has aged five years. Master Bo' Rai Cho has one more task at the end of the training. Shujinko has to help Bo' Rai Cho find his warriors medallion, which was last seen by the docks. (It can be found near location B-3).

LOCATION B-3: LOST IN THOUGHT

As you approach the docks, Shujinko stops to ponder if this is indeed the docks where Bo' Rai Cho lost his medallion. After some deep thinking, you'll be on your way to location B-2 and talk to the fisherman there.

LOCATION B-2: TALK TO THE FISHERMAN

An old fisherman is standing by the docks. If you talk to him, he tells you the story of how Bo' Rai Cho's medallion was in his house, but the key to his house was stolen by some brigands. It is your job to get key back from brigands. Head over to location C-2, where the thieves await you.

There are at least 20 Chests
and at least 27 Side Missions

LOCATION C-2: TALK TO THE BRIGANDS

After a brief chat with any one of the brigands, they'll inform you that they have no plans to give the key back. Fear not, one punch to any of the brigands will free the key, and send them running off into the distance. Pick up the key and head back to location B-2 to deliver it to the old fisherman.

LOCATION B-2: RETURN THE FISHERMAN'S KEY

Talk to the fisherman once again and hand over his key. After a brief thank you, he invites you into his home located in the same grid at B-2. Enter his home and talk to him one last time to receive Bo' Rai Cho's medallion. Once you have the medallion, and start to head back to Bo' Rai Cho's house. Damashi stops you at location B-3.

LOCATION B-3: KEEP THE MEDALLION

Before you get too far with the medallion, Damashi stops you to ask how you are progressing with your mission. Once he realizes you have the medallion, he'll tell you to keep it, since it will give you instant respect. From here you'll need to head to location G-8, the Lin Kuei temple, in order to seek out Sub-Zero.

LOCATION G-8: SUB-ZERO TRAINING

Once you reach the Lin Kuei temple, speak with the man at the door, and he will allow you inside to train with Sub-Zero. Shujinko takes on the form of Sub-Zero to learn his primary attacks in each fighting style, as well as his special attacks, combos, and basic juggles. After your training, you will receive your first mission from the Lin Kuei. You need to travel to location B-8, retrieve an artifact that was just discovered, and bring it back to the temple.

LOCATION B-8: FINDING THE LIN KUEI

As you draw close to where you were told to find the Lin Kuei with the artifact, Shujinko stops to wonder exactly where he is supposed to meet them. After some brief internal dialogue, you move on to location A-8, where another Lin Kuei ninja is waiting for you.

LOCATION A-8: MEET THE LIN KUEI NINJA

A Lin Kuei ninja dressed exactly like the classic Sub-Zero is waiting at location A-8. Once you talk to him and verify the Lin Kuei password, he'll allow you to take the item (located in the tunnel behind him) back to the Lin Kuei temple. Once you have the artifact and begin your journey back to the Lin Kuei, Damashi chimes in again to check up on you.

LOCATION B-8: EARTHREALM KAMIDOGU

When Damashi appears, he informs you that the artifact you have is actually the Earthrealm Kamidogu that he told you to find. Damashi instructs you to head to the portal located at H-3, instead of going back to the Lin Kuei. After a brief argument about betraying the Lin Kuei, you'll be on your way to the portal.

LOCATION H-3: OPEN THE PORTAL

When you arrive at H-3, Damashi appears once again to give you instructions on how to open the portal. He then instructs you to go to the Nexus, which is the gateway between the six Realms. After a brief explanation of the Nexus, you'll need to proceed to the Netherrealm to continue your quest for the remaining Kamidogu. All of the remaining primary missions for Earthrealm take place after you are told you can enter the Mortal Kombat tournament later on in your quest.

LOCATION G-4: KENSHI'S REVENGE

After you're invited to take part in the Mortal Kombat tournament, you can head back to Earthrealm and find Kenshi waiting for you at location G-4. Kenshi tells you to look in the southwest for the location of Shang Tsung, then come back to tell him where he is, so he may seek his revenge on the sorcerer. From here, you should head to location D-5, for a brief pit stop before finding him

LOCATION D-5: NIGHTWOLF TRAINING

As you're looking for Shang Tsung, you come across Nightwolf at location D-5. He informs you that there seems to be evil within you, and offers to cleanse you of this evil by training with him. Shujinko takes on the form of Nightwolf and learns his primary attacks in each fighting style, as well as his special attacks, combos, and basic juggles. When the training is complete, Shujinko ages once again.

LOCATION B-5: BATTLE WITH SHANG TSUNG

When you finally arrive at location B-5 where Shang Tsung awaits, you talk to him briefly, then engage in combat. The battle lasts two rounds. Upon defeat of Shang Tsung, you are rewarded with 600 Koins. From here, head back to Kenshi (at location C-3) to inform him that you have found Shang Tsung, and he has invited the two of you to participate in Mortal Kombat.

LOCATION C-3: KENSHI TRAINING

Kenshi offers to train you in his fighting styles. Shujinko takes on the form of Kenshi in order to learn his primary attacks in each fighting style, as well as his special attacks, combos, and basic juggles. You are also rewarded with Koins after the training session. Immediately after the training, Damashi appears to tell you to add evil to your soul once again and head back to the Netherrealm.

NETHERREALM

Several Mortal Kombat titles have mentioned the Netherrealm, but this is the first time you truly get to see and explore it. While most of the Netherrealm is a fast wasteland, there is one main city that houses several buildings. One thing to make note of is that the denizens of the Netherrealm do not take kindly to strangers. When out and about in the wastelands, talking to many of the wandering creatures gets you nowhere, however, if you punch them, sometimes you receive Koins. Not all of the Netherealm is readily available to explore when you first visit, so don't worry if you can't access all of the areas within the realm.

PRIMARY MISSIONS FOR NETHERREALM

LOCATION C-6: ASHRAH: TRAINING

Shujinko takes on the form of Ashrah to learn her primary attacks in each fighting style. She also rewards you with Koins after you complete her training. Then, Ashrah asks you to meet her at the temple outside of town, located at A-2.

LOCATION A-2: ASHRAH VS BARAKA

When you arrive, Ashrah challenges Baraka to a fight. In this challenge you fight as Ashrah in a standard two round match. When you defeat Baraka, you receive 600 Koins. Ashrah then tells you to find Ermac and send him to her. Head over to location C-4 to find Ermac.

LOCATION C-4: HELP ERMAC FIND THE SOUL STONE

After you arrive at C-4, and begin talking to Ermac, he tells you that he is weak and needs you to help him find the Soul Stone before he can continue talking with you. Go to location E-5 to obtain the location of the Soul Stone, then head back to C-4 to inform Ermac. Now you can follow him over to it.

LOCATION E-5: ERMAC: TRAINING

At this point, Ermac offers to train you in his fighting techniques and special attacks. You receive Koins at the end of the training. After your training is complete, you tell Ermac where Ashrah is located at. From here, head over to location A-2 to find Ashrah.

LOCATION A-2: ERMAC VS ASHRAH

When you arrive at A-2, Ashrah and Ermac are about to face off against each other. You take control of Ermac and fight in a standard two round match. You are awarded 600 Koins upon the defeat of Ashrah. After the fight is over, head to location A-3 to receive the Netherrealm Kamidogu, then go back to the city at location C-6.

LOCATION C-6: BACK TO NEXUS

As you enter the city, Damashi greets you once again and informs you that it's time to head back to the Nexus to open the portal to the next Realm. Upon entering the Nexus, a mysterious warrior claiming to be the Elder God's chosen warrior challenges you to combat. The warrior has attacks similar to Scorpion, and after a standard two round match, you will be award 1200 Koins. From here you move on to the Chaosrealm to continue your quest. When you return to the Netherrealm, after you have been invited to participate in Mortal Kombat, you need to perform the following missions.

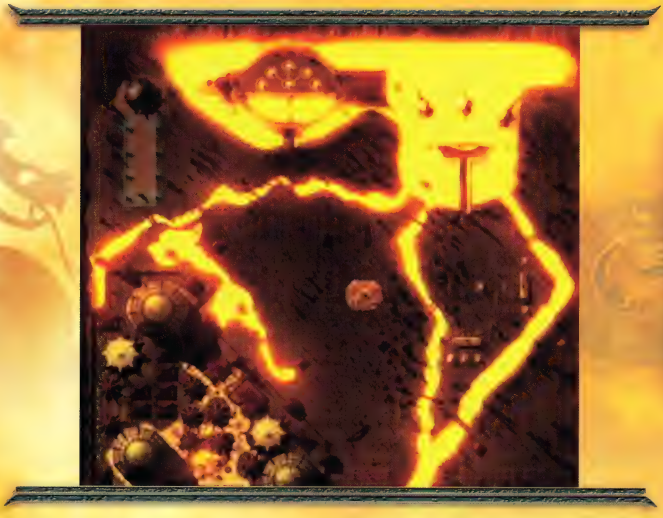
LOCATION F-3: SCORPION: TRAINING

Later on in your quest, you need to return to the Netherrealm. On your second visit head to location F-3 and talk to Scorpion to begin your training. Learn his primary attacks in each fighting style, as well as his special attacks, combos, and basic juggles to earn Koins. Once you have completed your training, Scorpion will ask you to find Quan Chi, who is located at E-1.

LOCATION E-1: QUAN CHI BATTLE

Once you have arrived at location E-1, you will talk to Quan Chi briefly, and fight in a standard two round contest. Once you have defeated Quan Chi, you are awarded 700 Koins. This completes the required missions in Netherrealm until after you have completed Konquest Mode one time. Head back to location C-6 where Damashi tells you to leave the Netherrealm and go back to the Nexus. At the Nexus, Raiden informs you that Outworld is your next destination.

There are at least 25 Chests
and at least 25 Side Missions



CHAOSREALM

One of the more unique realms, utter chaos is the main theme of the Chaosrealm. It's made up of several land masses connected by a system of teleporters. The map indicates where each teleporter sends you, and like Netherrealm, you do not have access to all of the areas in Chaosrealm on your first visit.

There are at least 15 Chests
and at least 15 Side Missions

PRIMARY MISSIONS FOR CHAOSREALM

LOCATION C-3: BATTLE WITH HOTARU

After you enter Chaosrealm, and have a brief conversation with Damashi, head over to location C-3 and talk to Hotaru. He challenges you, and you have to beat him in a standard two round match before you can continue through the teleporter. You are awarded 650 Koins when you win. Go through the teleporter and head to location C-2 to find a man who informs you of your next mission. He asks you to defeat the evil within the cemetery.

LOCATION B-2: NOOB FIGHT

Noob is patrolling the middle of the cemetery, near location B-2. Talk to him in order to start your battle. The challenge is a standard two round match, and you receive 650 Koins when you defeat him. From here, head through another teleporter and over to location E-2, where Havik is waiting.

LOCATION E-2: HAVIK'S MISSION

When you talk to Havik he gives you a mission in exchange for training in the ways of Chaos. His mission is simple, take four Chaos pendants and defeat the Seidan warriors that occupy the Realm. Head over to location G-3 where one of Havik's soldiers tells you where to find the four Seidan warriors. The first is located at G-2.

LOCATION G-2: FIGHT AGAINST SEIDAN GUARDSMAN

This is the first of four fights against Hotaru, the Seidan guardsman. It is a standard two round fight, and you take on the form of Bo Rai Cho. Once you have defeated the first guard, you will need to move on to location G-1 where you fight another under the same conditions, but this time you take the form of Sub-Zero. After your second battle, head to location H-1 for your third fight, where you take the form of Ashrah. For your final fight as Ermac, head to location H-2 to find the last Seidan guardsman. After each successful win, you receive 600 Koins. Once you have defeated all four guardsmen, head back to the solider at G-3 who sends you to G-4 where Havik is waiting.

LOCATION G-4: HAVIK TRAINING

Talk to Havik again, he informs you that he has decided not to train you, but trains you anyway. The madness of Chaos! Shujinko assumes the form of Havik in order to learn his attacks in each fighting style. At the end of the session, Havik rewards you with Koins, and the key to the teleporter at G-5 to continue your journey. Now, head to location A-5 to find the next Kamidogu.

LOCATION A-5: ANOTHER KAMIDOGU

Work your way through the maze to get to location A-5. Once you arrive, there is a pool of liquid with the Kamidogu at the center. When you enter the liquid, Shujinko ages many years. After the aging process, Damashi sends you back to the Nexus to continue your journey. Your next stop is the Outworld.

OUTWORLD

One of the most widely know realms in the Mortal Kombat mythos, Outworld is where several of the games have taken place. This is where Shao Kahn, Shang Tsung, and the Dragon King all hail from. While not all of Outworld is available for you to explore on your first visit, one area should catch the attention of old school Kombat fans, the Living Forest.

PRIMARY MISSIONS FOR OUTWORLD

LOCATION F-1—MILEENA TRAINING

Damashi greets you upon entering Outworld. Head to location F-1 where Mileena is waiting. Shujinko assumes the form of Mileena to train with her. After the training session she rewards you with Koins and instructs you to bring her the head of the town overlord, located at G-2.

LOCATION G-2: TALK TO LEADER ZEFFEERO

The overlord is waiting for you at G-2. When you speak with him he refuses to give you his head. Instead, he tells you to go to location E-4 in the Living Forest to find an object. In the Forest Jade challenges you to a duel (in a standard two round format). After defeating Jade, you will receive the Outworld Kamidogu. At this point, Damashi appears and informs you that your stay in Outworld is over, and you should now head to the Orderrealm. Later on you will need to return to Outworld to continue your quest.

UPON RETURN TO THE OUTWORLD

LOCATION G-2: HOTARU AWAITS

When you return from the Orderrealm, go over to location G-2 where Hotaru is waiting. After a brief conversation with him, go to F-1 where a group of Tarkatan force you to go with them to G-4 where Baraka is waiting. After talking with Baraka he challenges you to a two round fight. Defeat him to receive 700 Kains and Baraka's training services.

LOCATION G-4: BARAKA TRAINING

After your battle with Baraka, you begin you training with him. Once you have completed your training you will be rewarded, and learn that you can compete in Mortal Kombat. You need to return to Earthrealm at this point and come back to Outworld later on in your quest.

LOCATION C-5: KANO WELCOMES YOU

After you return to Outworld, you need to head to location C-5 where Kano awaits. He takes you to location F-7, a new area of Outworld that you have not been able to access before now. From here you can venture over to G-8, where Li Mei is waiting.

LOCATION G-8: LI MEI TRAINING

After speaking with Li Mei, she offers to train you. When you learn all of her stances and abilities you are rewarded with Koins and sent on a mission to find Hotaru. He will be waiting for you at location G-2.

LOCATION G-2: ARRESTED BY HOTARU

When you speak with Hotaru he places you under arrest for disobeying his new laws. After a brief argument with him, have no choice but to follow him to the Orderrealm. Once there, you sit in prison and age for many years until you are finally moved to a holding cell to await your trial. Shujinko is now an old man, and will not age further during Konquest Mode.

There are at least 15 Chests
and at least 15 Side Missions

ORDERREALM

The main thing to know about Orderrealm is that there are strict rules that everyone must follow. While you aren't able to really break any of these rules, the Seidan guards that maintain order in the realm will not take flack from anyone. If you so much as bump into them, they do not hesitate to send you to the ground. Orderrealm is basically one big circle that is divided up into four color-coded sections.

PRIMARY MISSIONS FOR ORDERREALM

LOCATION G-4: HOTARU TRAINING

When you first arrive in the Orderrealm, Damashi warns you to be wary of the strict laws that are enforced within it. After speaking with Damashi, go to point G-4 where Hotaru offers to train you. You will be rewarded once you learn all of his techniques. Once your training is complete, Hotaru sends you on a mission to defeat Darrius at location E-2.

LOCATION E-2: DEFEAT DARRIUS

Talk to Darrius, who informs you of his true nature and welcomes your fight. When you defeat him in a standard two round match, you are awarded 650 Koins. Report your victory to Hotaru at location G-4, and he will agree to lend a helping hand in Outworld. For now, your time in Orderrealm is over and you can head back to Outworld. However, you will need to come back to Orderrealm to continue your quest at a later time.

AFTER COMPLETION OF THE ORDERREALM PRISON SENTENCE

LOCATION C-4: YOU'RE FREE

After your long imprisonment, you are an old man. Talk to the two guards, then head to the back of your cell. Dairou will appears, kills the guards and sets you free. He also gives you a key to the courtroom door nearby. Head over to the courtroom to face Hotaru in a standard two round fight. You receive 700 Koins once Hotaru is defeated, along with the Orderrealm Kamidogu. Damashi then sends you back to the portal and over to Edenia, the last realm.

There are at least 20 Chests and at least 15 Side Missions

EDENIA

At one time, Edenia and the Outworld were one realm. Now, they have regained their individual forms and it is currently ruled by Queen Sindel. Edenia closely resembles Earthrealm, and it is known to be a very peaceful place. However, before your arrival, Shao Kahn's forces have invaded Edenia for a second time. While it still appears to be a peaceful realm, Shao Kahn's minions are scattered throughout it.

PRIMARY MISSIONS FOR EDENIA

LOCATION C-4: FIND QUEEN SINDEL

When you first arrive in Edenia, Damashi appears to have a brief conversation with you. Once he has departed venture over to C-4 where Kitana is waiting for you. She informs you that her mother, Queen Sindel, is being held by Tanya. If order to free her, you must defeat Tanya. Head over to location E-1, where Tanya meets your challenge.

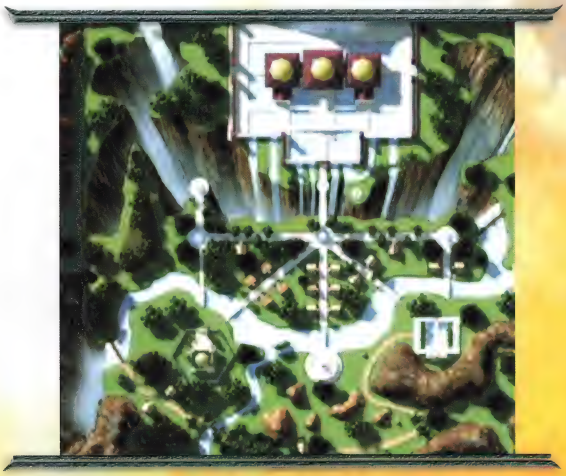
LOCATION E-1: BATTLE WITH TANYA

After talking to Tanya you must defeat her in a standard two round match. This is one of the first times you will fight as Shujinko, instead of the last person you trained with. Once you defeat Tanya, you receive 700 Koins. Go through the door behind her to find Queen Sindel. When you talk to her she thanks you for freeing her and asks you to follow her (to location C-6).

LOCATION C-6: SINDEL TRAINING

Follow Sindel to C-6 to train with her. After you have completed your training, you will be awarded with Koins and the Edenia Kamidogu. Your quest is nearing its completion. Damashi finds you once again and tells you to head for the Nexus. Once there, Scorpion appears to stop you from interfering further. Defeat him in a three round match to put the last Kamidogu in place to learn your fate, and unlock Shujinko as a playable character. The primary portion of Konquest Mode finishes with the return of the Kamidogu, but there are still many side quests to complete in Konquest

There are at least 10 Chests and at least 5 Side Missions



ARENAS

One of the unique features of Mortal Kombat Deception is the interactive nature of the arenas where the combat takes place. Many of these stages feature death-traps that you can fling your opponent into for totally brutal stage Fatalities. This section features strategy for all of the unique stages of Mortal Kombat: Deception.

BEETLE LAIR

In the Beetle Lair, there are three breakaway pillars. These pillars are physical items, so you can't just walk through them. It takes a hard hit to knock them down, and there is no additional damage dealt if you knock an opponent into one of them. There are very elegant stain glass windows on the right side of the stage, and the left side has a large brick wall. Push an enemy into this breakaway wall to send them into a second arena below for extra damage.

The second part of this stage holds a universal weapon. This weapon is the Thoraxe. It has exceptional range, and can launch an opponent in the air for a follow-up of your choice. The Thoraxe has several launcher combos, and one big seven hit combo by itself.

Thoraxe Combo

4, 4, 3, ⇔ + 1, 4, 4, 2

Other than the fact that this stage looks scary, there are no deathtraps to worry about. The only way to win here is to do it the good old-fashioned way, fight until someone drops.

SLAUGHTER HOUSE

This stage starts out as a normal stage. Well, if you count a blood waterfall as normal. There are no normal ring outs here; however, every power hit that sends fighters crashing to the floor makes a dent. After several dents in the same place, the floor breaks open and leads down to the next part of the stage. If you can manage to knock your opponent to the next floor, you will score some free damage on your opponent when they fall.

The second part of this stage is where the blood waterfall ends. There are wooden planks here above the river. These planks do not move, so don't worry about falling into the river. The universal weapon on this stage is called the Cleaver. This weapon has great range and great potential. The biggest combo possible is the following:

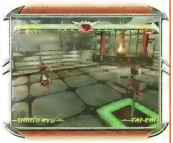
Cleaver Combo

4, 4, 2, 1, 3

At the opposite side of the blood waterfall is a deathtrap. At any time during the match, a power move can be used in the red outlined area for a ring out Fatality. This can be in the middle of a combo, or just a ground hit with enough force. This one is a meat grinder. If you knock your opponent into it, it grinds them into pieces and spits them out on the other side.

SKY TEMPLE

This stage starts high atop a temple during a rainstorm. All four edges of this temple can be used as a way to knock an opponent down to the next part. It is a very small arena, but it is very tall. The first trip down causes some damage, but the second one is the one you want to avoid.

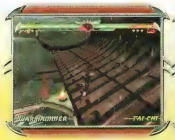


The upper part of the temple also contains the War Hammer. This weapon is a bit on the slow side, but packs a punch when it hits. The War Hammer also doesn't have a lot of combo options by itself, but if you mix using it into your own moves you can really deal some damage. The best combo for it is:

War Hammer Combo

← + 2, ← + 2, 1

The next part of the stage is where the fun really begins. Three out of four sides of the stage are marked with a red line. This red line means instant death. If a power move is used near this line it sends your opponent over the wall for a final flight. The overall size of the ring is bigger here, so try to stay in the middle of the stage, to avoid being thrown off. In addition, if you have the War Hammer from the top half of the stage, you get to keep it. There is no weapon on the bottom half.



YIN YANG ISLAND

Two separate scenarios are combined into one arena for this stage. One is the good side, which takes place during the day while everything is on the up and up. There are regular boats, palm trees and fish swimming around. After five to six seconds, the island changes into an evil place. The palm trees turn to snakes, the boat in the water turns into a ghost ship and the fish turn into man-eating piranhas.

Near the ocean's edge, you can see the fish swimming during the day. At night, these fish turn into piranhas that kill anything that comes near them. During this time you can use a power move to knock your opponent into the ocean and finish them off. There is no universal weapon on this stage, so fighters have to rely on their own weapons and combos on Yin Yang Island.

CHAMBER OF ARTIFACTS

The Chamber of Artifacts is like a museum. There are hieroglyphics on the walls, and glass floors. Since the floor is made of glass, it only takes a few hits to break it to fall into the next part of the stage. In the middle of the stage there is a glass case with a weapon spinning in a circle. Any special move, or regular hit, shatters the glass and makes the weapon available for use.

This weapon is called the Lungchuan Dao, and it somewhat resembles Mileena's Sai. The weapon is average in size and doesn't have that many combo options when you use it. One of the better combos for this weapon is:

Lungchuan Dao Combo

2, 2, 3, 3

Once you go to the lower part of the chamber, there is a second room. You can actually hide behind the pillar in the middle of this room and make your opponent come and find you. One unique feature of this stage is the ability to knock your foe back up through the glass for a round trip to the other side of the arena.

NETHERSHIP INTERIOR

This stage starts on the front of the Nethership. It is a very tiny place, but battle should escalate to the other part of the stage quickly. Near the back of the stage, you can break the windows for effect, but they don't add on any damage, or stun the opponent. If you use a power move near the yellow line, you can send a foe flying into the second part of this stage.

Throughout the whole second part of the stage, there are dead corpses swinging by their necks. These are totally interactive. The corpses can be hit to make them move faster, and they can even be used to knock down fighters that get in the way. You can also hide behind them to frustrate your opponent.

HELL'S FOUNDRY

This stage starts on the top of a metal forge. This section is somewhat small, and you can only be knock an opposing fighter down to the next level from the left and right sides.

The second part of the stage has the actual metal forge. You can push your enemy into the molten metal pressing machines on both sides of the arena and watch them squirm while they try to escape the death-trap. The Fatality ends with the press crushing your foe to a cinder.

FALLING CLIFFS

This is the only stage in the game where if you aren't careful, two people could die at the exact same time by falling off. Pieces of the cliff keep falling off at intervals until the ring is extremely small. If you are on a piece that is about to fall, you have a second to get off of it before you become a victim. If you are fighting on this stage, always try to keep your opponent locked down on the outside of the ring. The outside could give way at any time, so this is the best opportunity to end the match. There is no weapon on this stage or another sub level, this is it. Winner takes all.

GOLDEN DESERT

For this stage, you start high atop a cliff in a desert. Three of the four sides of the stage have the ability to send you down to the next part of this stage. The only side that is safe is the side with water on it.

On the second part of the stage there are two red lines in different parts. There are deathtraps everywhere on this level. The first one looks like an ordinary rock wall. If you send your opponent into it, it triggers an avalanche, and a big rock statue comes sailing down the side of the mountain to crush the one standing underneath it.

The second deathtrap of this stage sends an opponent over the side of the cliff into a spike below, making a wonderful dish for the vultures.

DARK PRISON

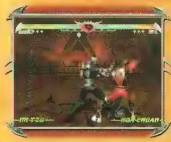
This stage is very interesting. It starts out above the prison facility and there is blood leaking from the roof. The fight starts in the shower room and there is only one way out. Over the balcony and into the jail, a place you sure don't want to go.

The second portion of the stage is the actual prison. This is where you get to see a lot of old Mortal Kombat friends that you haven't seen in a while. Some of them include Fujin, Rain, Kai, Johnny Cage, Kitana, Sector, Sonya, Jax, Kintaro, Stryker, Kano, Cyrax, Shang Tsung, Quan Chi, Reptile, and Goro. The cool part of this stage is the yellow line in front of the actual jail cells. This pushing an opponent into the bars leads to some quality time with the cellmates. They grab you, hold you, and leave you open for an attack of any kind. Try to keep your opponent near the wall the entire time, it only takes a few seconds for a cellmate to grab them and leave the door open for a combo. The inmates can even grab blocking fighters, so use this to your advantage.

The Dark Prison also has a deathtrap. There are two sets of spiked walls that appear at the end of the stage. If you knock an opponent into them, the walls slam shut and make them into a sandwich. A truly brutal Fatality.

LOWER MINES

This stage starts with a deathtrap at the top of the stage very far away from the starting point. This one consists of a big mouth that slams shut every few seconds. If you get your opponent close enough to the mouth they become a snack for the rock monster. This is very far from the starting point, so it may be difficult to get your opponent all the way over to it.



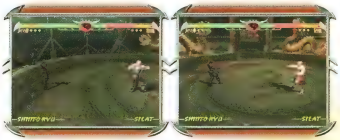
If you continue the fight down to the second part of this stage there are two more traps. The first one is a big grinder that grinds anything that comes near it. This is a very easy trap to knock your opponent into; all it takes is a power move that is fast and strong.

The second death-trap on the lower level is a cliff that leads to the unknown. If you push an opponent off of it they go flying into a liquid that melts them instantly. This is a big side and you can almost knock them off at any point of the cliff.

DRAGON MOUNTAIN

This is a circular arena that has a very large fighting space. Only half of the arena atop the mountain actually leads to the second part, so stay away from the edge to avoid the trip down.

Once you get down to the second part of the arena there are no death-traps and no weapons. You have to resort to good old fashion fighting to win on this stage.



LIU KANG'S TOMB

This arena is supposedly, where Liu Kang is buried. This arena is nice and big, and allows good space for big combos. Around the outer edges of the arena are houses, a nice garden, and a training ground.

In the middle of the stage is a weapon that is named Quadspade. This weapon is very quick and it can be used to do heavy damage in a short amount of time. The best combo that the Quadspade can dish out is listed below.

Quadspade Combo

➡ + 1, ➡ + 1, 4, 4, 4

There are no traps on this stage.

COURTYARD

There is nothing special about this stage. This is just a normal ring without any ring outs, other stages, or death-traps. The Courtyard is where Mortal Kombat took place in some of the earlier versions of the game. There are guards walking around the outside of the ring, but they are not interactive in any way.

PORTAL

This is a portal that links two worlds. In the back of the stage, you can see the old towers that you had to climb while playing Ultimate Mortal Kombat 3. On the other side, you see where the actual portal is. There are no second stages, hazards, or death-traps anywhere on this stage.

THE PIT

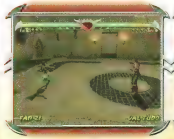
The Pit originated in the first Mortal Kombat game, if you did an uppercut at the end of the round as a finishing move, it would knock the opponent off the stage and into a spike filled pit. Well, it's back and badder than ever. The Pit is interactive from all four sides and you can send an opponent to their death from whatever angle they leave the platform.

QUAN CHI'S FORTRESS

This stage returns from Mortal Kombat: Deadly Alliance. It is the main arena inside Quan Chi's fortress. If fighters get too close to the edge, they can be knocked off the side into lasers that cut a body to ribbons. There are no weapons located on the stage other than your own, but the Fatality is a nice way to end a match here.

THE DEAD POOL

The infamous Dead Pool is back and boy is it deadly. This stage is a three dimensional version of the old Dead Pool from Mortal Kombat II. A new victim can be added to the pool from any side by pushing your opponent over the edge and into the green acid. This ring is small, so be careful when approaching the edge because you might be killed in the middle of a combo.



KUATAN PALACE

This stage is a round pit of death. On the outskirts is a lava pool, and if you touch the lava at any time you will die. Overall, this stage is a good size. One good combo can knock a fighter into the pool from the air, so watch out and use your breakers wisely. What is very misleading is the fact that the portion of the arena that has a brown wooden walkway is even susceptible to being knocked off into the lava. There are no alternate sub areas or deathtraps, so just watch your back and be prepared to fall into the lava if you run out of breakers.

LIVING FOREST

This is the Living Forest from Mortal Kombat II where there were rumors you could finish off your opponent by knocking them into the open mouth of a tree. Once again, there are no hazards on this stage, death-traps, alternate sub levels, or weapons. Just rely on your skills to win the match if you pick this stage.

ARENAS

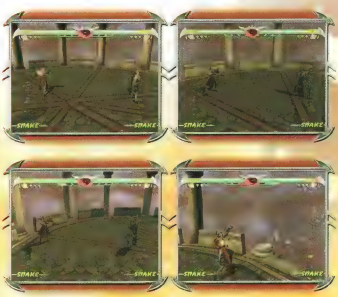
DRAGON KING'S TEMPLE

This is a very interesting stage. This is Onaga's home stage in Mortal Kombat: Deception. The stage is as big as the Kuatan Palace, but don't take this as an invitation to move to the edge. If you go to the edge of the area and do a power move on an opponent, they will start to fall, and if you hit them just one more time, they die a horrible death.

Another cool feature of this stage are the power items around the outside. These items, when touched, disable your opponent for several seconds leaving them open to an attack or combo. This can be crucial in your quest for victory. There are six items located around the ring, so you can use this feature up to six times. For your benefit, you might want to pick a character that has range and can attack from anywhere on the stage. That way when you hit an item, you can hit your opponent fast and push them off of the edge.

NEXUS ARENA

This is another circular arena that is huge in size. This arena is very deceptive in the fact that it doesn't look like you can be knocked out of it. However, concrete barriers on the outside of the Nexus Arena break away. If a character is pushed into one of the barriers with a power move, they end up floating away into space.



KOMBAT KODEX

The Mortal Kombat team has worked very hard to hide many secrets within the game world of Mortal Kombat: Deception. Soon after the game's release, the Mortal Kombat Kreators and BradyGames will reveal all of the Fatalities, Treasure Chest locations, Krypt Koffin contents, and the many other secrets in the game.

To uncover all of the mysteries of Mortal Kombat: Deception you must use the clues within this strategy guide in combination with the codes on our website: www.bradygames.com.

CAN YOU KONQUER THE KOMBAT KODEX?

PUZZLE KOMBAT

As an added bonus for Mortal Kombat fans, *MK: Deception* includes a puzzle game played with small versions of the combatants. Puzzle game fans should feel right at home with the controls and game play of Puzzle Kombat.

SINGLE PLAYER

The single player mode in Puzzle Kombat consists of six matches played against the computer. As you move up the ladder, the computer's difficulty level rises. In addition, you will receive a Koin award for each win. The type of Koins you are awarded will vary from match to match, however the amount of Koins you earn remains consistent. The difficulty and awards are listed here.

MATCH	DIFFICULTY	AWARD (KOINS)
1	25%	100
2	30%	150
3	35%	200
4	40%	250
5	45%	300
6	50%	350

THE BASICS

Even with a Mortal Kombat twist, Puzzle Kombat is a fairly straightforward puzzle game. Two colored blocks, connected at one end, drop slowly from the top of your playing field. Your goal is to match up as many blocks of the same color as possible, then break them to send those blocks over to your opponent's screen. When at least one block passes the red line at the top of your playing field, you lose the round.

CONTROLS

⊗: Rotate Right
⊗: Rotate Left
Down: Drop block at faster rate
Up: Immediately drop block to bottom
⊗: Special Attack

BREAKER KOINS

As you play, Breaker Koins will randomly drop in place of a block. A Breaker Koin will break any Koin of the same color it directly touches, as well as all other same color Koins that are connected to it. Breaker Koins are one of two universal ways to break blocks and send them over to your opponent's playing field.

BOMBS

Occasionally, a bomb will appear attached to a block. Bombs are used to instantly clear all blocks of the same color. Whatever color block the bottom of the bomb touches is the color that will be cleared from your playing field. This is the second way to send blocks over to your opponent's playing field, and can come in handy if you're nearing the top and need to clear blocks as fast as possible. If a bomb touches the very bottom of the playing field, you will receive a Bomb Bonus, and your special meter will increase.

SPECIAL METER

Located near the middle of the screen is the Special Meter. As you break blocks, your Special Meter will fill. When you have a maxed out Special Meter, your character can perform their signature Special Attack. Your meter will only remain maxed out for a limited period of time before it resets back to nothing, so you'll have to use it quickly. Each character's Special Attack has a different effect on the playing field, as detailed in the Puzzle Kombat character section. If you do not max out your Special Meter by the end of the round, it will carry over into the next round of play. Special Attacks can often times mean the difference between winning and losing, so use them wisely.

COMBOS

To win rounds you have to send blocks over to your opponent's playing field. While simply breaking a large number of blocks will add to your special meter and drop blocks on your opponent, if you become skillful with combo attacks, you'll be deadly. Combos almost double the amount of blocks that are dropped on your opponent, and give your special meter an extra boost as well. A combo attack happens when breaking one or more blocks with a Breaker Koin or bomb results in another Breaker Koin dropping down onto a matching colored block to break a second set of colored blocks in one drop. While it will take some practice to get good at setting up and executing combo attacks, the easiest way to perform them is to stack two sets of different colored blocks on top of each other. So you may have two small rows of yellow blocks on top of two small rows of blue blocks. Then, when you get a blue breaker, set it on top of the yellow blocks. When a yellow breaker appears, and is dropped on the yellow blocks, they will break and drop the blue breaker down onto the blue blocks.

KAUTION

When Kaution, followed by a number, flashes at the top of your playing field, that means your opponent is about to send blocks over to your side. However, the blocks will not fall until you place your next block. While the Kaution indicator is meant as a warning for incoming blocks, if you're not paying attention, the warning will do you no good. So, keep a close eye on the Kaution warning, and make note of how many blocks are about to fall in your playing field.

CHARACTERS

There are a total of twelve selectable combatants in Puzzle Kombat. Six are readily available from the start, while six more are hidden in the Krypt. Each has their own unique special attack that is either offensive or defensive. Below you will find each character's special attack, as well as basic strategies to be used for each character.

BARAKA

SPECIAL ATTACK: EDGER

Completely clears one column on either side of your playing field

STRATEGY

Baraka's special attack must be used very strategically. He is not a beginner's character by any means. The main purpose of his special attack is to give you room to create combos, or get out of a tight situation if you're near the top of the screen. Neither option can be used well without a little bit of planning ahead. In a fast-paced game like Puzzle Kombat, that can be a difficult task.

BO' RAI CHO

SPECIAL ATTACK: KOLLAPSE

Removes the bottom four rows of blocks from your playing field

STRATEGY

Bo' Rai Cho's special attack is the exact opposite of Ermac's special attack. Instead of clearing blocks from the top, Bo' Rai Cho clears them from the bottom. This comes in very handy as it allows you to continue placing blocks the way you want at the top of your playing field, while still lowering your overall height. However, it still suffers from the same problems as Ermac's special attack. If you're attempting to setup a combo, or just break a large number of blocks, removing them from the top or the bottom will limit the amount of damage you can do to your enemy. It's best used when you're near the top of the screen and in danger of losing.

ERMAC

SPECIAL ATTACK: LEVITATE

Clears five rows of blocks from the top of your playing field

STRATEGY

Ermac's special attack may seem relatively easy to use, but it will take a bit of skill to master. If you're playing the game the way it was meant to be played, you're setting up your blocks to create combos. In addition, the more blocks you have in your combos, the better off you'll be. So, if you max out your special meter too soon, it will either be wasted, or using it will hurt your game instead of helping it, since it will remove blocks that you were setting up to break. Ermac's special attack is best used when you're in trouble near the top of the screen.

JADE

SPECIAL ATTACK: STACK

Places three rows of blocks at the bottom of opponent's playing field

STRATEGY

As an offensive version of Bo' Rai Cho's special attack, Jade is able to confuse and attack her opponent at the same time. By adding rows to the bottom of your opponent's playing field, their column height will rise, and with well-timed execution, it could turn into an instant kill. However, on the downside, adding to the bottom will have little effect on disrupting your opponent's combo setups and general attacking power unless they're already close to the top. By only adding three rows, your opponent would need to be fairly close to top for Jade's special attack to be all that effective.

KABAL

SPECIAL ATTACK: DOUBLE BOMB

Completely clears two colors of blocks from your playing field

STRATEGY

Kabal's special attack is one of the best defensive tactics in the game. By completely clearing two sets of colored blocks, it will greatly lower the height of your playing field under almost any circumstances. While its use is limited to times when you just need to clear your field as much as possible, it can often times be better than any of the special attacks that simply removes rows of blocks.

KENSHI

SPECIAL ATTACK: INVISIBLE

Makes opponent's blocks invisible for five drops

STRATEGY

Kenshi's special attack is on the same level as Sub-Zero's. By causing your opponent's blocks to become invisible, it will be very difficult for them to finish combos, or even break their blocks for the five drops they are invisible. While any blocks that drop after the special attack is performed will still be visible, if your opponent can't see where they're dropping them, they'll be in trouble. It will take a wise opponent to remember where their blocks were, and continue to attack. This special attack can be used at almost any time during a match with great success.

MILEENA

SPECIAL ATTACK: DRILL

Completely clears the center two columns of blocks

STRATEGY

Mileena's special attack is similar to Baraka's, but in many ways it is significantly better. Instead of clearing the columns on either side of your playing field, Mileena clears the two center columns. This allows for quite a bit more flexibility when you're in trouble. It not only clears some of your own blocks, but attacks your opponent as well. The only downside to this special attack is that it's best used when you're near the top of the screen, so timing is key.

NIGHTWOLF

SPECIAL ATTACK: BREAKER BUSTER

Destroys all opponent's Breaker Koins

STRATEGY

Like Baraka, Nightwolf is also an advanced level character. His special attack removes your opponent's ability to send blocks over to your playing field. At high levels of play, this can be devastating, but if your opponent is not saving up their Breaker Koins to created combos, Nightwolf's special attack becomes virtually useless.

RAIDEN

SPECIAL ATTACK: STORM

Drops three rows of blocks down on to opponent's playing field

STRATEGY

The best thing about Raiden's special attack is that the blocks that are dropped on your opponent are very well mixed up. It will be difficult for your opponent to create a good counter attack immediately after getting hit by Raiden's special attack. In addition, by adding blocks to the top of your opponent's playing field, you can effectively shut down their ability to complete combo setups, and if used with proper timing, it can become and instant kill. However, like Sindel, Raiden's oversized hat can sometimes block the bottom portion of your playing field and make it difficult to place blocks near the bottom.

SCORPION

SPECIAL ATTACK: JUMBLE

Mixes up opponent's blocks

STRATEGY

Since Scorpion's special attack will jumble your opponent's blocks, your best bet is to hold off using it until your opponent is about to drop a Breaker Koin that will setup a good combo, or simply break a large number of blocks. However, if you're nearing the top of the screen, it can also be useful to temporarily slow down your opponent's attacks, and give you time to break a few of your own blocks.

SINDEL

SPECIAL ATTACK: ARRANGE

Arranges your blocks by colors

STRATEGY

Sindel is one of the few characters that is great for beginners. Her special attack makes it very easy to setup combos, or get yourself out of a jam. The only real downfall of Sindel's special attack is that advanced level players will already be working to get all of their blocks in order. This limits how effective her special attack can be. In addition, her long hair has a tendency to cover the bottom of your playing field, making it somewhat difficult to place your blocks properly.

SUB-ZERO

SPECIAL ATTACK: FREEZE

Freezes opponent's blocks for five drops

STRATEGY

Sub-Zero will likely be a very popular character in Puzzle Kombat due to his easy to use and very effective special attack. By freezing your opponent's blocks for five drops, they will not be able to attack you with anything more than a few blocks that may fall during the freeze period. This gives you plenty of time to setup for big combos, or simply clear up some room near the top of the screen.

CHESS KOMBAT

The Mortal Kombat characters make the fighting a bit more interesting when they are confined to a game that slightly resembles chess in Chess Kombat. You'll select a team of five characters, each taking the form of a specific character class. Each of these is placed on a chess-like board with the following distribution:

1 Leader

2 Champions

2 Sorcerers

2 Shifters

8 Grunts

Each character class has its own unique properties and when two opposing pieces meet on one square, they battle in the standard Mortal Kombat fashion.

TRAPS

Once you've selected your characters, you'll be asked to set your trap on the board. The trap's like a mine that goes off if one of your opponent's pieces lands on that square. That piece is instantly killed. You can set your trap anywhere on your half of the board. Since your opponent can see where you're trap is being set, you also have the option to set a fake trap. By randomly mixing in several fake traps while placing your real trap, your opponent won't know where your trap is, but they may have an idea.

HEALTH METERS

There are five different character classes in Chess Kombat. Each character class starts with a different amount of health. While power squares help to increase the amount of health each character has, unless you cast a healing spell with your Sorcerer, your characters won't regain lost health between matches. This balances the classes and makes sure that being a better fighter isn't the only factor in attaining victory.

POWER CELLS

There are two power cells on the board (one located on each side). When one of your characters is on a power cell, your fighters gain 25 points of health in every battle. If you occupy both power cells, they gain 50 points of health in every battle. In addition, if your opponent attacks a character on a power cell, the character on the cell fights with a full health bar. Power cells are the keys to victory in Chess Kombat, so occupy at least one, if not both, when possible.

BREAKERS

Just like in the standard Kombat Mode, Breakers can be used during Chess Kombat fights. Note that because Chess Kombat matches are only one round, each player only has two Breakers to use instead of the normal three. Since you don't have to worry about saving Breakers to use through several rounds, and many matches won't be fought with full health, use them more often than you would in a standard match, even though you have fewer available.

ATTACKER BONUS

While some Chess Kombat players may attempt to avoid conflict when possible, the Attacker Bonus tempts them into initiating the battle. The attacking player is awarded 10 points of health. In most games of Chess Kombat, each player will hold one power cell and many of the same character classes may face off against each other. Under these circumstances, the attack bonus could mean the difference between winning and losing a square. Plan your movement strategically to leave yourself just out of range of your opponent's pieces, so that you can initiate the attack and take the advantage.

CHARACTER CLASSES

When two opposing characters meet on the same square, they battle! However, there's more to it than simply fighting it out to see who wins the square. There are five different character classes from which to choose, each limits on how many appear on the board. Each character class starts with a different amount of health, and each has unique abilities. It's very important to select which MK characters represent each class before you begin the game.

LEADER

HEALTH: 75%

MOVEMENT

Horizontal: 1
Vertical: 1
Diagonal: 1

STRATEGY

One Leader, that's all you get. This is comparable to the king in chess. The Leader sits in the back row and has limited mobility. It begins with 75% health, but if the Leader is defeated, you lose. Choose an MK character with which you're strong and protect your Leader at all times. Only attack with the Leader when you must, and keep in mind that defeat is not an option.

CHAMPION

HEALTH: 100%

MOVEMENT

Horizontal: Max
Vertical: Max
Diagonal: Max

STRATEGY

The two Champions on the board should be your strongest MK characters. Each Champion starts with a full health meter and the best mobility (in any direction) in the game. The Champions are your most versatile pieces that can either be used to (a) pick off any weak opposing pieces, (b) challenge the enemy Leader, or (c) protect your Leader. Trying to retake a Power Cell should also fall to the Champions. Only take on a Champion vs. Champion battle when you know there's a good chance for victory, since any strategic advantage is out of the window.

SORCERER

HEALTH: 25%

MOVEMENT

Horizontal: 2
Vertical: 2
Diagonal: None

STRATEGY

After the Leader, the Sorcerers are your most valued pieces in Chess Kombat. Each Sorcerer can cast four different spells that can turn the tide and wrench victory from the hands of your opponent. Casting a spell requires the use of a turn and each spell can only be cast once per game. If a Sorcerer dies, you not only lose the piece, but the spells that they could have cast had they remained alive. They're restricted to horizontal and vertical movement and start with the lowest amount of health in the game. Don't engage in combat unless it's your final option. Defeating your opponent's Sorcerers should be on the top of your agenda.

SPELLS

HEAL

The Heal Spell heals any friendly piece on the board. This is best used to keep your Champions and Sorcerers alive and, in a worst case scenario, to heal your Leader.

TELEPORT

Your Teleport spell effectively moves a Grunt, Shifter or Champion into key positions. When used well, strategic advantages can be capitalized upon while placing enemy pieces in danger. (The obvious move is to teleport your Champion next to an enemy Leader.) If you teleport a piece to an enemy-occupied square, the two pieces battle for the square. Also used to get your own characters out of danger, this spell's versatility is easily seen.

RESURRECT

Resurrect allows you to select any of your pieces that has been eliminated and bring it back into the field of play, but can only be set in your home base. Don't waste it on a Grunt, or even a Shifter, focus on reviving Sorcerers and Champions. This spell can't be used to bring a Leader back, so don't hold the spell waiting for that to happen.

PROTECT

The Protect spell prevents your opponent from initiating an attack on your protected piece until another battle can be fought. This piece can still move and attack as you'd like. Once a battle has occurred elsewhere on the board, the spell effect expires, leaving your piece vulnerable to attack once again. It's best used to save your pieces from certain death. If you still have the Protect spell in the end game, using it on the Leader to give them the edge by gaining an Attacker Bonus could be the difference between victory and defeat.

KILL

Obvious as it is, the Kill spell destroys any opposing Grunt or Shifter on the board. While this is an outstanding offensive spell, it may be best used to protect one of your weaker pieces by wiping out an advancing enemy piece. When using the Kill spell in this defensive fashion, keep your eye on the whole board and watch out for the Shifters; they have good mobility and may catch you off guard. It's a great spell though and can save you when you're in a bind.

IMPRISON

The Imprison spell removes an opposing piece out of the game for three turns by locking them in a cage. They remain on the board, but won't be able to interact (proactively or reactively) with any of your pieces until your opponent completes three moves. This effectively stops an enemy advance and can save you from an obvious mismatch. Any opposing piece can be targeted.

EXCHANGE

Very similar to the Teleport spell, the Exchange spell swaps positions between one of your pieces and an enemy piece. However, only Grunts, Shifters and Champions can be targeted with this spell. If used wisely, it can be the deciding factor in a game, but be careful to note where you piece started. Advancing one of your Champions behind their lines by bringing an opposing piece into your home base could spell trouble.

SACRIFICE

In the end game, when all your spells are spent and only a Sacrifice spell remains, the power of the spell is revealed. By killing one of your pieces, you can fully heal another. Obviously, it's not a spell to take lightly. You'll be hurting your overall status by losing a piece, but by doing so, you strengthen another piece. A smart player may save both the Resurrect and Sacrifice spells to full heal a piece by sacrificing another, and then resurrecting the lost piece. While strategy plays a role in the successful use of this spell, killing off a Grunt to heal a Champion is a no brainer.

SHIFTER

HEALTH: 50%

MOVEMENT

- Horizontal: 5
- Vertical: 5
- Diagonal: 5

STRATEGY

In many ways, the Shifters can be your most frequently used characters. They outnumber every type except Grunts, start with a solid 50% health and have great mobility. The only potential downfall is that they assume the guise of whichever character they face off against. Conceptually, proficiency in every character would be the greatest advantage to the Shifter player. However, attacking a weak character, even one whose moves you don't know that well, is a strong option. When Shifters face off against one another, both retain their original forms. So, even though you'll rarely use your Shifters' chosen form, it should still be a character with whom you're familiar.

GRUNT

HEALTH: 33%

MOVEMENT

- Horizontal: 2
- Vertical: 2
- Diagonal: 1

STRATEGY

If the Leader acts as the king in Chess Kombat, the Grunts are the Pawns. Eight Grunts line up to defend the stronger characters and act as both your first line of offense and defense. Their movement is limited and they start with a third of their health bar, but are often the pieces that make doshes for the Power Cells. Unless a spell is used, it's impossible for any opposing piece to beat a Grunt to a Power Cell right off the bat. Since you'll be using eight Grunts, select a character with whom you're comfortable—better yet, adept.

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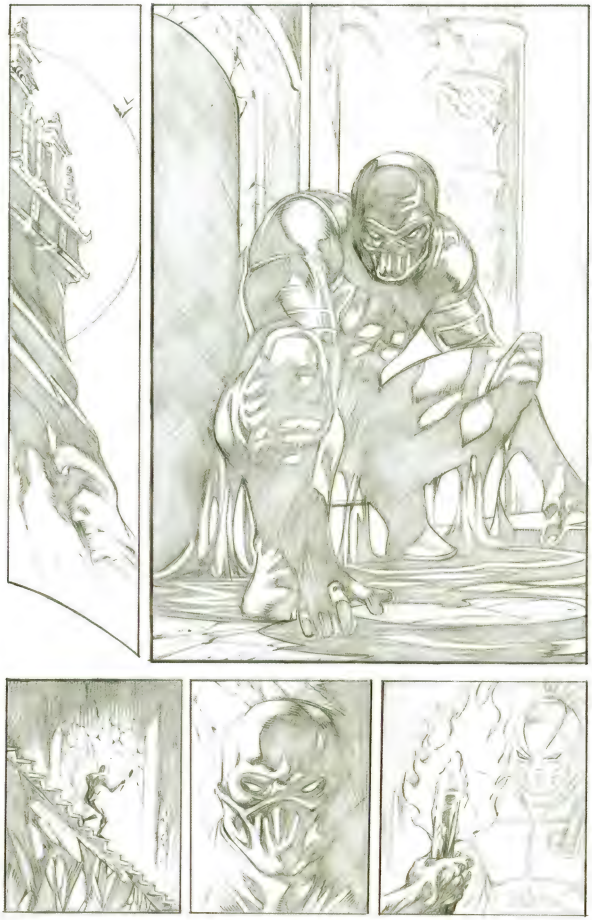

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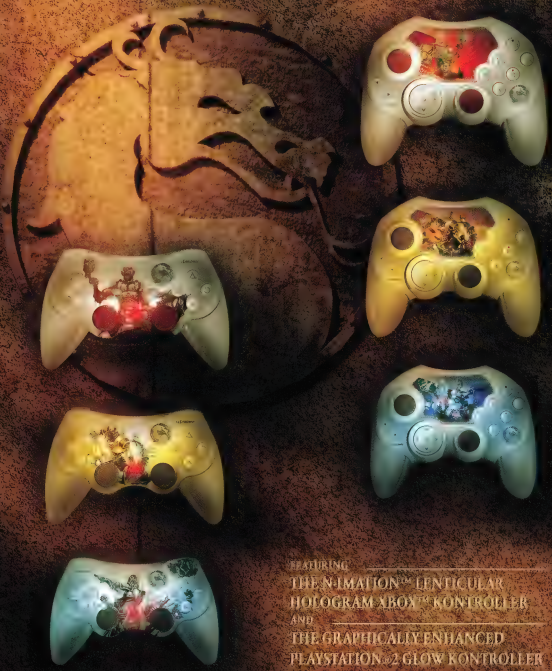

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MORTAL KOMBAT DECEPTION

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Mortal Kombat®: Deception™

Official Strategy Guide

By Joey Cuellar and Bryan Dawson

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Shujinkjo's Story of Mortal Kombat

Before there were any realms, there was the One Being. The Elder Gods had to seal away this evil and created the Kamidogu, which smashed the One Being, forming the many realms we call existence. But misuse of the Kamidogu can also bring the realms crashing together again, reawakening the One Being, and unmasking all reality. The One Being has been subconsciously working to revive himself through Shao Kahn and Onaga.

This was nearly realized 500 years ago, when Shang Tsung was banished to the Earthrealm. With the aid of a 2,000 year old half-human dragon, Goro, he was able to unbalance the furies and doom the planet to a chaotic existence. Goro remained undefeated for the past 500 years. He won the title of Mortal Kombat Grand Champion by defeating Kung Lao, an ancient Shaolin fighting monk. It was during this period that the tournament fell into Shang Tsung's hands and was corrupted.

In order to enter the Earthrealm, the Outworld inhabitants must defeat the Earth warriors in ten straight Mortal Kombat tournaments. They had won nine, and were attempting to win the tenth, unless the Earth warriors could defeat Goro and Shang Tsung.

By seizing control of the Shaolin tournament, he tried to tip the scales of order toward chaos. Only seven warriors survived the battles, and Shang Tsung's scheme would come to a violent end at the hands of Liu Kang. Facing execution for his failure and the apparent death of Goro, Shang Tsung convinced Shao Kahn to grant him a second chance. His new plan was to lure his enemies to compete in the Outworld where they would meet certain death by Shao Kahn himself.

After defeat once again at the hands of Liu Kang, Shao Kahn grew frustrated by failed attempts to take Earth through tournament battle. He enacted a plan which began 10,000 years ago. During this time Shao Kahn had a queen. Her name was Sindel, and her young death was unexpected. Kahn's shadow priests, led by Shang Tsung, made it so that Sindel's spirit would someday be reborn, not on the Outworld, but on the Earthrealm itself. This unholy act gave Shao Kahn the power to step through the dimensional gate and reclaim his queen, thus enabling him to finally seize the Earthrealm.

Upon breaching the portal into Earth, Shao Kahn slowly transformed the planet into a part of the Outworld itself. He stripped the Earth of all human life, claiming every soul as his own, but there were souls that Kahn could not take. These souls belonged to the warriors chosen to represent Earth in a new Mortal Kombat. The remaining humans were scattered throughout the planet. Shao Khan sent an army of fierce Outworld warriors in elimination squads to find and destroy the remaining Earth warriors. But the warriors of Earthrealm defeated Shao Kahn again.

Soon after, a new evil surfaced. At that time, in a battle with the fallen elder god known as Shinnok, Raiden was responsible for the death of an entire civilization. To rid all Realms of Shinnok's menace, Raiden waged a war that plunged the Earth into centuries of darkness and banished Shinnok to a place called the Netherrealm. After Shao Kahn's defeat at the hands of Earth's warriors, Shinnok managed to escape his confines of the Netherrealm. The war was being fought once again, and this time it could be won by mortals.

Shinnok was defeated, and there was relative peace for many years. But peace could only last so long. A new threat to Earthrealm soon emerged. And at that time, the threat of evil had two faces. In an attempt to seize control of the realms, the sorcerers Shang Tsung and Quan Chi joined forces to revive the lost army of Onaga, the Dragon King. If they had succeeded, they would have been unstoppable. Once again, Earth's heroes had to venture to Outworld and kombat the forces of evil.

Unfortunately, the Earthrealm warriors failed to stop the Deadly Alliance from resurrecting the lost army of the Dragon King. Going against the wishes of the Elder Gods, Raiden took it upon himself to stop the Deadly Alliance. After a fierce battle, it looked as though Raiden would put a stop to the evil, but the power of the two sorcerers was too much... even for a Thunder God. After Raiden was disposed of, the two sorcerers turned on each other, but it was Quan Chi who won struggle.

Thanks to my doing, however, the fight was far from over. Onaga had tricked me into doing his bidding, bringing him back to this plane of existence. I brought him the five Kamidogu that would give him the power to defeat any who stood in his way. I was almost defeated myself, if I had not jumped into the Earthrealm portal to escape his wrath. Meanwhile, Onaga headed to Outworld to reclaim his throne.

Quan Chi was no match for Onaga, and even after Shang Tsung and Raiden awoke to form a new alliance, it still was not enough. Raiden sacrificed himself in a massive blast that killed the two sorcerers, but it had no effect on Onaga. Now, I must bring the warriors of good and evil together to stop a new menace more powerful than the Dragon King himself. For Onaga, like Shao Kahn before him, is being controlled subconsciously by the One Being, and existence itself is at stake. If we don't stop Onaga and the One Being, everything will be lost.

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MIDWAY

BARAKA
I am of the Tarkata, a savage race of nomadic warriors freed from denizens of Outworld and demons of the Netherrealm. My kind have served many masters: Shao Kahn, Shang Tsung, Quan Chi... All have fallen. All have been weak. But our new master is strong! Invincible! We will slay all who oppose him! We will follow him to bloody victory!
ONAGA! He has ordered us to ravage Outworld in order to distract the foolish allies and give him time to complete his plans. Mileena poses as Princess Kitana to confuse and misdirect the enemies of the Dragon King. She lies to them and tells them to attack our raiding parties, but our Lord will be nowhere near us. We draw their armies away from him. When my master's will is done, they will all be consumed!
PATROU
I was once a member of the Seidan Guard. I believed in the power of the Order and, lured by the strict codes of my superiors, I had served many lives during my years of service. But when I killed an assailant in a fit of rage, I was arrested and sentenced to a life of incarceration. For all the good I had done, the event that had come to define me was that one moment of chaos. I eventually escaped during a riot incited by the resistance.
I emerged from prison a changed man. No longer would I follow orders of the Seidan. No longer could I bring myself to give in to Chaos. Instead, I opted to serve myself. I became a mercenary, a warrior for hire, and have become revered in Onderegion's secret underground. My neutrality has been put to the test, however, as my current contract is to find and kill my former guardsman, Hotaru.
ERMAC
We are Ermac. We are the fusion of the souls of dead warriors, created by Shao Kahn to obey him without question. We served as his enforcer for many years, until the Earthrealm warrior Kenshi released us from our bondage and awakened our perception of the worlds that surround us. We are now free to choose our own destiny.
We encountered a fellow warrior spirit who, like Kenshi, endured cruel suffering. Eager to atone for the atrocities we had committed while Shao Kahn's minions, we agreed to help this warrior, Liu Kang, to liberate his allies from the control of the Dragon King. Shao Kahn may be dead, but it seems his essence lives on in this new menace. It is as if they are both manipulated by the very fabric of the realms.
HOTARU
There is an order to the universe — laws that all of nature must obey. For centuries I have imposed order on those who would wreak havoc. Outworld has long been a source of disruption, but an old ruler has made a triumphant return. During Onaga's rule, his military forced peace throughout his domain. I will see that his return brings order to this realm. Earthrealm's new ruler, however, has allowed the remnants to clear a path for the Dragon King's coming.
Years ago, I fought against the vile Tarkatan warriors. I vowed to protect the Outworld city of Lei Chen from the attacks of Shao Kahn. Times have changed. Now I find myself battling Baraka and his troops. I pledged the loyalty of the city to Onaga and began my mission to stop the uprising against him. Baraka's militia have brought world of an Earthrealm warrior named Sub-Zero who has slain many Tarkata. I will hunt him down. I will bring him before the justice of the Dragon King.
KABAL
I had left the Black Dragon and all that is stood for... but to some I would forever remain associated with that despicable organization. Eventually the Red Dragon clan found me, and I was defeated by Mavado. He left me for dead and took my hookswords as his trophies. As the life trickled from my body, a stranger rescued me, a cleric of Chaos who called himself Havik. He convinced me to return my clan to its former glory. Never again will I deny my devotion to the Black Dragon.
Inspired by Havik, I set out to find and kill Mavado of the Red Dragon. His organization is secretive, but not invisible. It takes good to have hookswords in my hands once again. I have since recruited young, skilled warriors to full the ranks of the new Black Dragon clan. I will now lead my fellow Dragons to Outworld, where Havik has a task for us. It will be an excellent opportunity to test the abilities of my young comrades — and weed out the weak ones.
KURA
I was the first of Kabal's recruits. I had stolen away to the mountains of Afghanistan, selling weapons to the terrorists — disguised as a man. When they discovered my gender, I had to fight my way out of the cave. I suppose Kabal assumed that any woman who could do business with cutthroat extremist organizations and live to talk about it must be worthy of his new Black Dragon clan. When I alone emerged from the cave, Kabal stood before me with an offer to join him.
The complacency of the original Black Dragon allowed for their destruction. Kabal claims that a new Black Dragon clan will rise from the ashes — more ruthless, more calculated than before. We will not exist as a mere band of pirates. We will cause the downfall of civilization itself and live in a world of blessed anarchy.
LI MEI
I had entered the tournament held by the Deadly Alliance in hopes of winning the freedom of my enslaved town — I was a naive fool. Shang Tsung and Quan Chi had no intention of rewarding a victor. Instead they prepared to transubstantiate my soul into the regenerating corpse of Onaga's ancient army. Had it not been for the surprise interruption of Master Bo' Rai Cho, I would have become a servant of evil.
Master Bo' Rai Cho brought me back to health, and for that I am forever in his debt. The brief moment my soul occupied the warrior Scorpion changed me in ways I may never fully understand. Master Bo' Rai Cho has trained me well during the time I have spent with him, and I feel a sense of duty to Outworld like never before. But I cannot deny that I feel strangely drawn to a new power taking hold in this realm...
NIGHTWOLF
As the Shaman of my tribe, my connection with the supernatural has been interrupted by visions of a dark presence. To confront this foe, I have assumed the role of Sin-Eater to absorb the sins of my tribesmen. I must embrace this corruption, though I will eventually become a threat to those I care for. It is a necessary evil if I am to save the realms.
The Sin-Eater ritual has corrupted my soul and will therefore allow me to enter the Netherrealm. There I will implement my plan to defeat Onaga. The sins I have absorbed have poisoned my temperament, however, and I have forced myself into exile until my task is complete in the depths of Hell.
RAIDEN
It was well aware of Onaga, the former ruler of Outworld. Shao Kahn had been his adversary until he poisoned the Dragon King and stole Outworld for himself. But Onaga had somehow returned, more powerful than before. His powers seemed augmented by a force previously exhibited only by the Elder Gods. Even the might of the Deadly Alliance combined with my own could not defeat him. I did the only thing I could: I released my godlike essence in an attempt to destroy them all.
By the time my energies reformed in Earthrealm, I was aware of all that had transpired. I became disgusted with the doings of mortals. It was Shujinko's vanity and desire for glory that had led to the return of the Dragon King. I will no longer allow the will of man to determine the fate of this realm. They will fight for it, or I will destroy them. All will face the new God of Thunder.
SINDEL
Jade and I escaped to Outworld to discover what we could about Onaga. He had been searching Edenia for... I know not what. I fear, however, that the knowledge left behind by Shao Kahn so many years ago may be his objective. That information should have been destroyed — but if it still exists, it could spell disaster for the realms. I cannot save my daughter Kitana until I learn more about her captor.
NOOB — SMOKE
Under Shao Kahn's rule, I hunted enemies of the throne. As a member of the Brotherhood of Shadow, I did Quan Chi's bidding. All the while serving Shinnok, Lord of the Netherrealm, as well. Now all my masters are gone. I am at long last free to pursue my own destiny. Outworld is where I will begin my ascension to power. Now is the time to forge a legion of assassins loyal only to Noob Saibot.
It was I who led the "heroes" to the location of the Dragon King. The Chaos that would ensue from their attack would be a blessing to this realm. Onaga must never gain the upper hand in this struggle. The realms shall never cease their struggle! Chaos will reign forever!
TANYA
I had been called an enforcer of the Deadly Alliance. I preferred the term "ambassador." It was my duty to impose the will of Quan Chi and Shang Tsung upon the denizens of Outworld. But the sorcerers' rule was short-lived and I found myself leaderless, longing to return to my birthplace in Edenia. When Raiden caught up with me, he gave me an ultimatum: Serve his new lord of Outworld — or die. I have lived for thousands of years because I make the right decisions. I pledged my service to the Dragon King.
Onaga was aware of Shao Kahn's invasion of Edenia so many years ago. Apparently the Dragon King had been watching Shao Kahn from beyond death. Whatever the late emperor had been attempting, Onaga was determined to complete it. He was looking for lost information, ancient spells that would fuse the Elder Gods' soul-energies into one and therefore make it possible for him to wield their combined might. I brought him to Edenia, where I believed that information still existed.
ASHRAH
I am a demon, a denizen of the Netherrealm. For ages, my sisters and I have blindly served Quan Chi as members of the Brotherhood of Shadow. But I questioned a command given by the sorcerer. To set an example, he sent my own sister to slay me. During my escape, I discovered a weapon, a sword — that seemed to be of heavenly origin. With each demonic assassin that has fallen to this blade, I have felt a strange anti-satisfaction. It is as if the soul of evil is leaving me.
Now I understand the strange sensation I feel when I exterminate a demon of the Netherrealm with this sword. The sword is pushing me out of Onaga the world of evil. With each fiend I eradicate, my presence here becomes more cocsible... soon I will be expelled from this realm. If I were to slay a powerful demon such as Noob Saibot, I would finally become an ascending demon, free from the Netherrealm forever.
BO' RAI GHO
I have dealt with Tarkatan warriors before. Baraka and his mutant thugs were easy to erode as I entered Shang Tsung's palace to rescue Li Mei. I had arrived not a moment too soon. I snatched her away from the Deadly Alliance and swiftly carried her to safety. An alarm was sounded, and hordes of Tarkatan warriors pursued us across the main bridge.
On the other side of the palace bridge, I was met by Earthrealm's thunder god, Raiden, and his band of heroes marching to battle the Deadly Alliance. I bid them a glorious victory, for my primary concern was Li Mei's safety. I have since learned of the disaster that took place at the palace. The Dragon King had indeed returned, as legends foretold. Without our Earthrealm allies, I fear for Outworld's future.
DARRIUS
I am Darrius. There are many in the Realm of Order who would call me a terrorist. But to the true patriots of Seidon, I am a hero. I fight against the rule of an oppressive regime. I am the leader of the resistance movement. Our number are ever growing. One day I will lead the charge against the establishment. Until then, I wait... and plan... and scheme.
One of the best recruitment tools I have discovered is the law itself. If my ranks are in need of a powerful warrior like a Seidan Guardsman, for instance, I will hire a outsider to kill the man's family in the hope that his rage will lead to a violent altercation with the assassin. Once he is imprisoned for the attack, I free the Seidan Guardsman and easily recruit him to our cause.
HAVIK
Chaos. The universe thrives on it. Forces plotted against each other in never-ending turmoil. My Kind worships entropy. We wander the realms sowing disorder. My latest visions had brought me to Lei Chen, an Outworld city imprisoned by the one known as Hotaru. For many years he had kept Chaos at bay beyond the outer walls. I would undo the Order he had fought so hard to maintain.
It was I who led the "heroes" to the location of the Dragon King. The Chaos that would ensue from their attack would be a blessing to this realm. Onaga must never gain the upper hand in this struggle. The realms shall never cease their struggle! Chaos will reign forever!
JADE
The Dragon King's entourage crossed into Edenia and imprisoned Queen Sindel. He used Princess Kitana to guard her, knowing the Queen would not attack her own daughter. I fought Kitana and eventually managed to lock her in a cell of her own. Kitana screamed furiously, alerting the enemy before Queen Sindel and I escaped through a portal to Outworld. I caught a last glimpse of the Dragon King... and of his side... Tanya!
KENSHI
I lay near death after my fight with the Red Dragon Mavado. But the ninja Sub-Zero found me and aided my recovery. As my wounds healed, the souls of my ancestors told me of their return to my sword. Their captor, Shang Tsung, was most certainly dead — though I did not know how or by whom. Having no more reason to remain in Outworld, I made a temporary alliance with Sub-Zero, and we began our search for a way back to Earthrealm.
Still weary, I traveled with Sub-Zero to the portal that had brought him to Outworld. I noticed that his armor was charred and worn. Kitana screamed furiously, uttering the enemy before Queen Sindel and I escaped through a portal to Outworld. I caught a last glimpse of the Dragon King... and of his side... Tanya!
KOBRA
I had always wondered if my martial arts training would work in an actual fight. I trained in school for years. I was the best at my class. But we were never allowed to hurt each other — REALLY hurt each other. How did I know this attack would break an arm? That this one would rupture an organ? I provided the back office at New York in search of an opportunity to put my skills to the test. I needed to know what kamikaze really was.
MILEENA
I am a creation of sorcery, the hybrid of a Tarkatan warrior and the princess of Edenia. My purpose was to eventually replace my sister... Kitana, from whom I was cloned. Kitana regained her memories, however, and uncovered the plot to supplant her. After Shannok's invasion, she cast me into her prison where I remained until Baraka freed me.
My hatred for Kitana consumes my every thought. But Baraka tells me that his new lord, the Dragon King, has possession of Kitana's body and uses it as his personal bodyguard. My only chance for revenge against her will be to serve Onaga and pose as the princess, leading her precious alliance of Edenia and Outworld to their doom.
SCORPION
In my haste to confront my nemesis, Quan Chi, I was ambushed by hex ani and cast into a powerful whirlpool. I would surely have been torn apart by the souls trapped there had I not managed to escape into the Void. It was there that I first set eyes on the fabled Elder Gods. I would be forever changed by this encounter.
While in the Void, I witnessed, along with the Elder Gods, the death of Raiden and the re emergence of the Dragon King. Suddenly aware of my presence, the Elder Gods transformed me into their servant and gave me a new purpose: to prevent the Dragon King from merging the realms.
SHUJINKO
I was a fool. I had allowed myself to be deceived into believing that I worked for a greater good. I was in fact an unknowing tool of a greater evil. My ego allowed Onaga, the Dragon King, to manipulate me into bringing together the lost Kamidogu. They are the very weapons by which the Elder Gods installed Outworld's first King. Forming the mighty realms we call existence. But their misuse could also bring the realms crashing together again... reawakening the One Being... unmasking all reality.
The realms are the shattered consciousness of the One Being, who has been working subconsciously through the Dragon King. Should Onaga succeed in conquering reality by fusing the Kamidogu, he will unwittingly begin a cascade of events that will merge all the realms together. The One Being will become whole once more, and all other beings will cease to exist. I must find and unite the warriors of all the realms if I am to save us. I will use the Dragon King's gift against him.
SUB-ZERO
My fellow Lin Kuei, Frost, had betrayed me and stolen my Dragon Medallion. Unable to contact the medallion's power, she was consumed by her own freezing ability. I searched Outworld for a suitable place to bury her remains when I happened upon ancient ruins carved into a mountainside.
I learned that the ruins were a holy structure belonging to a sect race of people who had attained mastery over cold. After thorough study of this culture, I now believe both Frost and myself to be their descendants. I laid Frost's body in a sarcophagus and left the catacombs, donning the armor of my newly discovered heritage.

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